



INTO WONDERLAND

by William Rotor



Close your eyes and think of home in this 8th-to-14th level
Feywild campaign for Dungeons and Dragons 5th Edition

BOOK DETAILS

SOURCES

The following publications are referenced in this book. In-text page references for Into Wonderland use the abbreviation "IW". You can find the abbreviations for the other books below, as well as the book's publisher and whether or not it is a required or optional book for the adventure.

Sourcebook	Publisher	Abbreviation	Required?
Player's Handbook	Wizards of the Coast	PHB	Yes
Monster Manual	Wizards of the Coast	MM	Yes
Dungeon Master's Guide	Wizards of the Coast	DMG	Yes
<u>Elemental Evil Player's Companion</u>	Wizards of the Coast	EE	Yes
<u>OUTCLASSED: The NPC Statblock Compendium</u>	Will Rotor	NPC	Yes
Volo's Guide to Monsters	Wizards of the Coast	VGM	Optional
Mordenkainen's Tome of Foes	Wizards of the Coast	MTF	Optional
Xanathar's Guide to Everything	Wizards of the Coast	XGE	Optional
Tasha's Cauldron of Everything	Wizards of the Coast	TCE	Optional
<u>OUTCLASSED: Tasha's Panopticon of Nemeses</u>	Will Rotor	TPN	Optional

Please support Wizards of the Coast by purchasing the three core books of the PHB, MM, and DMG. The EE can be acquired for free. For OUTCLASSED, you can acquire this book for free or pay what you want from the DM's Guild. Purchasing Into Wonderland absolutely gives you permission to grab OUTCLASSED and its expansion for free, but if you have the means, please toss a coin to me, your friendly neighbourhood independent content creator. It'll go greatly appreciated.

CREDITS

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FORWARD

Fairy tales are more than true, not because they tell us that dragons exist, but because they tell us that dragons can be beaten.
- Neil Gaiman

I'm not that interested in recreating reality. I'm interested in creating an emotional truth.
- Guillermo del Toro

I think that fairy story has its own mode of reflecting truth, different from allegory or satire or realism, and in some ways more powerful.
- J.R.R. Tolkien

Well maybe it started that way, as a dream. But doesn't everything? Those buildings, these lights, this whole city. Somebody had to dream about it first. And maybe that is what I did. I dreamed about coming here. And then I did it.
- Raold Dahl

Never question the truth of what you fail to understand, for the world is filled with wonders.
- L. Frank Baum

Coming back to where you started is not the same as never leaving.
Terry Pratchett

I suppose if we couldn't laugh at the things that don't make sense, we couldn't react to a lot of life.
- Bill Watterson

The true poet is a man who is happy anywhere in endless measure if he is allowed to look at leaves and grass or to see the sun rise and set. The false poet travels abroad in strange countries and hopes to be uplifted by the mountains of Switzerland or the sky and sea of Italy. He comes to them and is dissatisfied. He is not as happy as the man who stays at home and sees the apple trees flower in spring and hears the small birds singing among the branches.
- Jacob Grimm

If you don't know where you are going, any road will take you there.
- Lewis Carroll

Are not you he that sometimes make the drink to bear no barm; mislead night-wanderers, laughing at their harm?
- William Shakespeare

God does not play dice with the universe. He plays an ineffable game of His own devising, which might be compared, from the perspective of any of the other players (i.e. everybody), to being involved in an obscure and complex variant of poker in a pitch dark room, with blank cards, for infinite stakes, with a dealer who won't tell you the rules and who smiles all the time.
- Terry Pratchett

I suppose it will all make sense when we grow up.
- Bill Watterson

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PART 1

ADVENTURE BACKGROUND

HOW TO USE THIS BOOK

STEP 1

Ensure you have the following sourcebooks.

Sourcebook	Publisher	Abbreviation
Into Wonderland (that's this book!)	Will Rotor	IW
Player's Handbook	Wizards of the Coast	PHB
Monster Manual	Wizards of the Coast	MM
Dungeon Master's Guide	Wizards of the Coast	DMG
<u>Elemental Evil Player's Companion</u>	Wizards of the Coast	EE
<u>OUTCLASSED: The NPC Statblock Compendium</u>	Will Rotor	NPC

You can acquire the EE and NPC books for free online through the links above.

The following sourcebooks are optional. They are referenced, but are not required to run the adventure.

Sourcebook	Publisher	Abbreviation
Volo's Guide to Monsters	Wizards of the Coast	VGM
Mordenkainen's Tome of Foes	Wizards of the Coast	MTF
Xanathar's Guide to Everything	Wizards of the Coast	XGE
Tasha's Cauldron of Everything	Wizards of the Coast	TCE
<u>OUTCLASSED: Tasha's Panopticon of Nemeses</u>	Will Rotor	TPN

STEP 2

Read the introduction (IW 9) and decide if this book is right for your group. Run a "Session Zero" with your group to set expectations going forward.

STEP 3

Give your players the Into Wonderland Player's Guide to help them make characters. Its content is included in Part 2 of this book (IW 66).

STEP 4

Read through Part 1: Adventure Background (IW 6) and the Running the Adventure section (IW 98) in Part 3. Start the adventure in The Shimmer (IW 101) in Part 3. Make clear the following short and long term goals for the party.

Short Term Goals. Fulfill the basic needs of Endercoast: food, water, shelter, community, and safety. Establish relationships (positive or negative) with the archfey who rule the nearby courts.

Long Term Goals. Return Endercoast to the Material Plane. Leave the Feywild behind.

STEP 5

Use plot hooks (IW 100) and faction and archfey events (IW 28-21) to foreshadow future adventures. Let the players decide which hooks appeal to them. Additionally, use Unfulfilled Needs (IW 44) to show the cost on Endercoast of not meeting its basic needs.

STEP 6

The following characters can help the party leave Endercoast by explaining the rules for entering the Feywild (IW 52).

- Jilwocky Niftywoop (IW 35)
- Hermione Galanodel (IW 11, 34)

STEP 7

Use the travel rules for entering the Feywild (IW 52).

STEP 8

Incorporate random encounters into your party's travel (IW 173).

STEP 9

Use the quests of the fey courts (IW 107, 117, 125, 131, 138) and location descriptions (IW 56-65) for options on how your party might achieve their short and long term goals.

STEP 10

Characters can't take a long rest in the Feywild. They must return to Endercoast to take a long rest.

Return to Endercoast using the rules to leave the Feywild (IW 52). Use the Fey Influence table (IW 43) to describe how the Feywild has begun creeping into Endercoast, and use Unfulfilled Needs (IW 44) if the party hasn't been able to achieve a short term goal.

STEP 11

Conduct downtime activities (IW 37) in Endercoast and use the event tables for each faction and court (IW 14-21) to further the story. Review plot hooks (IW 100).

STEP 12

Repeat from Step 7 until the party have achieved all of their short term goals and at least one archfey quest (IW 107, 117, 125, 131, 138).

STEP 13

Conclude the adventure with the Looking Glass quest (IW 162).

STEP 14

Your party returns home to the Material Plane. Wrap up each character's personal journey with a short epilogue.

Matthew's Adventure Flowchart

FOR SALE
2 sp per copy

For all your adventure flowchart needs!

Bring with you:

Into Wonderland Player's Handbook
Monster Manual DM's Guide
(and Elemental Evil)
(and OUTCLASSED)

Bonus Packs Recommended:

Volc's Guide Mordabairn's Tome
Xanathar's Guide Tasha's Cauldron
(and TASHA'S PANOPTICON)

START HERE!

⇒ THE SHIMMER ⇒

Short Term Goals:

Long Term Goal:
RETURN HOME

- Food
- water
- shelter
- community
- safety

pretty important stuff

Endercoast Downtime

Don't forget to swing by my shop for supplies! It's just across the bridge from the Council Hall 😊

- plot hooks
- faction events
- court events
- unfulfilled needs
- weekly goings-on
- complete long rest
- random encounters

Seriously, as fast as you can please

(Jilwecky Niflywoop and Hermione Galanod can help!)

Return

Failure to return:
FEY MARKS and miss long rest! unless you're a nice DM 😊

Enter Feywild

- random encounters
- other nonsense

Litter & the Peat

Court of Jest

Tree of Infinity

Dewdrops



once all ^(short term) needs are fulfilled:

LOOKING GLASS

(the final quest)

You decide who stands in the party's way!

A choice:

NO PLACE LIKE HOME: Return
WISH UPON A STAR: stay

SIDEQUESTS

optional but fun!



ENDERCOAST	
Government	Guard
Seatines of Equity	Union of Small Business Owners

(perhaps more to come later!)

Devonment 😞 (adventure has concluded!)

INTRODUCTION

THE RUNDOWN

Into Wonderland is a book detailing an adventure in the Feywild, a setting for Dungeons and Dragons 5th Edition. This book provides player options, encounters, variant rules, and a campaign of expeditions into the unknown centred around the city of Endercoast that has been spirited away from the Material Plane. To survive, you'll need to balance the needs of the displaced city with the mercurial whims of four powerful archfey.

GROUP EXPERIENCE

This book is best suited for a group that is confident with the rules and expectations of Dungeons and Dragons, led by an experienced DM. A good rule of thumb is that players should have played a DnD character up to 8th level before beginning this adventure, even if they make a new character for it.

WHAT IS THE FEYWILD?

The Feywild is a timeless, forgotten place: the past, present, and future mix, and the old ways roll over to neverending change. Man still hangs on to the ways of the old world. The Feywild does as it pleases.

In more certain terms, the Feywild is a sister realm to the Material Plane home to the mercurial fey -- pixies, sprites, dryads, and the like. It's a realm of fairy tales, a realm of wonder, and a realm of nameless horror.

WHY THE FEYWILD?

The Feywild is a setting for those who enjoy fairy tales, who like fairies and witches and mischief and magic, and who long to feel once again the sense of wonder and discovery they felt as children. It eschews dungeon crawling and tactical encounters for difficult, meaningful decision-making that balances the needs of many disparate and ineffable forces.

Most of all, the Feywild is a setting of the unknown. It's about striding forth into a realm of dreams, emotion, feelings, and wonder. All of this only works because of the juxtaposition between the other main setting of this adventure, the city of Endercoast, whose strict routines and rituals contrast heavily with the dreamlike nature of the fey.

WHAT'S INCLUDED?

- Information on the city of Endercoast including great detail about 14 key locations, 4 factions, a heap of downtime activities, seasons, weather, holidays, and the influence of the fey on the city.
- Information on the realm of the Feywild including a step-by-step approach to creating an archfey, rules for using emotional truths to travel, examples of dreamlike descriptions, effects of the seasons and the weather, fairy pranks, consequences for getting lost, and descriptions of 14 locations.
- New races and subraces, plus lists of races from official books that would work well in the setting and specific goals or ideals for each race.
- New subclasses, plus lists of subclasses from official books that would work well in the setting.
- New backgrounds, including an Endercoast guard, a courtier for an archfey, and a hag's servant, plus extra material for other backgrounds that would work well in the setting.
- New feats: Chaos Caster (wild magic surges) and Feywild Navigator (easier to get around).
- New spells: *babble*, *coin toss*, *despair*, *discord*, *euphoria*, *extract dream*, *knight's hop*, *mouse*, *our little secret*, *rainbow*, *reflect*, *return to earth*, *tormentor*, and *trick*.
- Fantastical questlines taking a party through the courts of the archfey and through journeys inspired by the fairy tales of the Brothers Grimm.
- Random encounter tables and 40 random Feywild encounters.
- Dozens of new monsters, including 8 ancient beasts, 3 dangerous plants, 4 extremely powerful archfey, a heap of NPCs based on the new subclasses of the book, creepy new fey like the darkwood stalker and the time vulture, a powerful hag, and other such creatures in the Feywild.
- A handy guide for applying races quickly to NPC statblocks.
- A list of works that inspired the book.
- Other interesting tidbits and ideas sprinkled throughout!

QUIRKS OF THIS BOOK

- Battles are intended to be fought in theater of the mind.
- Non player characters in this book often use the "Friendly, Indifferent, Hostile" system (DMG 244) for resolving social interactions. To summarise, the players change the NPC's attitude through roleplay before they make an ability check to influence them.
- There's a lot of self-referential content, which means the book includes a tonne of in-text references. Flip to a random page and use the in-text references to guide your way through various sections of the book, flitting to and from wherever your heart takes you.
- In parts 1, 3, and 4, the pronoun "you" refers to the DM. In part 2, it refers to the player.
- The rules in the Feywild are intentionally "joojy". They leave a lot up to the DM to adjudicate. Let your feelings guide you.
- Included are adaptations of many fairy tales of the Brothers Grimm (IW 108, 115, 118, 122, 126, 130, 132, 137, 143, 148, 152, 163). You can relegate them just to inspiration, read them out to your players to set the tone for a quest, or even use them as a framing device for the campaign!
- Throughout are notes of advice from the reclusive shopkeeper Matthew (IW 14, 19, 31, 32, 35, 37, 38, 46, 72, 79, 89, 100, 109, 118, 130, 143, 148, 152, 161, 163, 173, 185, 195, 197, 208, 219, 227, 235, 237), who supplies the party with the equipment they need for adventure but can't join them on their journey. These notes can be flavoured as having been left hidden amidst the party's equipment only to conveniently fall out when they're relevant.
- Most clerics are cut off from their gods as per the lore, but it's expected that clerics are still able to draw power from them. You can make a cleric character an exception to this divine disconnect, or demonstrate the god's influence in more subtle ways other than direct contact.
- Frequently, tasks the party must complete as part of a quest are organised as "Skill Cascades". Skill cascades contain instructions in their description. They are similar to skill challenges found in 4th edition.
- Many of the key factions and fey courts are hinted to be related to one another, but these relationships are not explored in the text in detail.
- Each location includes flavourful descriptions of how to get there, written from the perspective of someone describing it to the party. This is meant to represent any NPC that the party might come across for directions, but, if you would like, every direction given to the players both in Endercoast and the Feywild can be represented by the following NPC instead.

SURRIC

Page References: IW 29-36, 56-65

Surric is an elf of indeterminate age and gender. They just happen to show up whenever the party is in need of direction. They seem to fit in fine in Endercoast, even despite their eccentricities, and in the Feywild, they are as free as a bird.

Surric can be represented as an eladrin (IW 188) **jester** (NPC 37). If killed, they just reappear later as though nothing happened, claiming to have no memory of the incident.

Appearance. They have big floppy rabbit ears instead of elf ears, and their two front teeth are almost too big for their jaw. They have a massive shield strapped to their back. The shield is made of wood, but its face is covered in thick black fabric. It almost resembles a turtle shell. The shield is an odd piece of equipment for someone without weapons and who is otherwise dressed in simple fabrics.

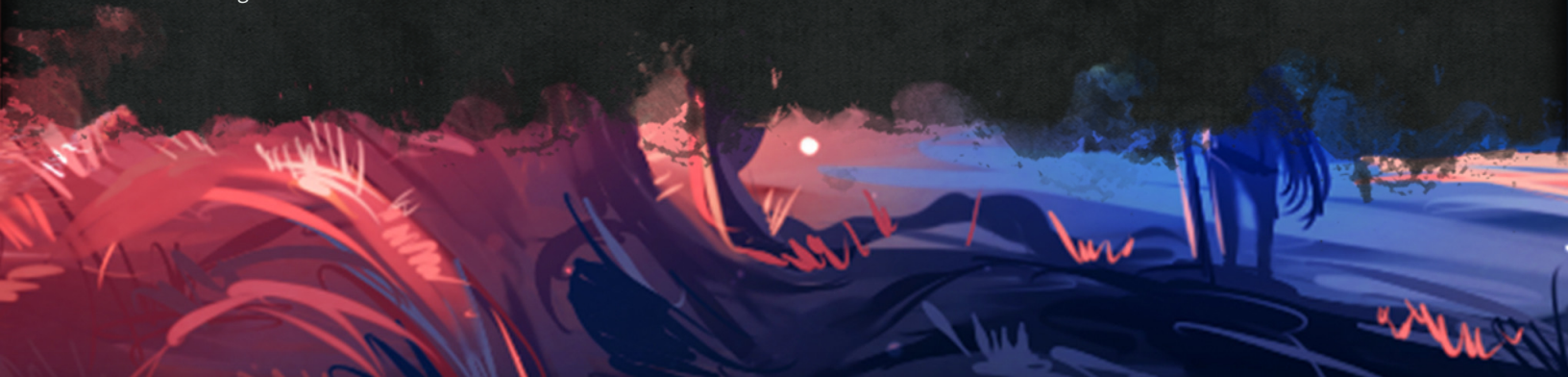
Voice. Casual, always delivered with a half smile and a roll of the eyes.

Personality. Subtle digs and jabs at the party, and an overall cynicism towards the world at large and the party's chances of survival within it. Thinks it's all a bit amusing.

Ideal. Humour is how we cope with the absurdity of an uncaring universe. (Chaotic Neutral)

Bond. Surric is secretly the archfey Cirrus in disguise. If the disguise is revealed, Surric's skin sloughs off like snakeskin, revealing a hideous mess of strings and pulleys within. The shield's fabric burns away to reveal the large wooden mask of Cirrus, the puppeteer. Even after the disguise is revealed, Surric will reappear at a later time for the party as though nothing has happened. It's still Cirrus.

Flaw. Surric offers nothing to the party but snarky directions. They never ask for anything from the party, either, so maybe it balances out.



DRAMATIS PERSONAE

MAYOR HITCHEN ATTERCAT

Page References: IW 11, 14-18, 23, 27, 29-30, 41-42, 89, 98-99, 102-106, 148, 154-156, 158-160, 164, 170-171

Flustered and incompetent, Mayor Attercat struggles to maintain control of the city of Endercoast after it is spirited to the Feywild. His lack of competence has opened up opportunities for several competing factions to vie for control, all under his nose.

Mayor Attercat can be represented by a human **king** (NPC 220). He relies on his magic items, given to him as bribes throughout his political career, to reassure him of his self-image as an effective leader.

Appearance. Short, overweight, with a bright red nose from his alcoholism. He's dressed in glorious purple robes.

Voice. He has a nasally voice and a sneering affectation. New York accent.

Personality. Paranoid and mousey.

Ideal. One's financial standing is a measure of one's worth as a person. The richer you are, the more deserving of those riches you are. The poor oughtta pull themselves up by their bootstraps. (Lawful Evil)

Bond. Indebted to the Union of Small Business Owners who have bribed him with luxurious piles of magic items and gold.

Flaw. Easily bribed, which means that his government really has no identity distinct from its "investors". Whatever the lobbyists say is what goes.

COMMISSIONER HUCK LASICK OF THE ENDERCOAST GUARD

Page References: IW 11, 13-15, 29-31, 36, 38, 41, 88, 98-99, 105-106, 155-158, 161, 164, 170-171, 175

Commissioner Lasick is a brutal, no-nonsense infrastructure coordinator who has built his career in the engineering sector. He has recently acquired the badge of commissioner and intends to reform the slipshod Endercoast guards into a fighting force to be reckoned with.

Commissioner Lasick can be represented either by a stout halfling **trebucheter** (TPN 14) or **artillerist** (NPC 186) and is never seen without his **arcane turret** (TPN 14, NPC 186).

Appearance. A dark-skinned halfling with deep scars on his face and calluses of a life working with his hands. He wears drab, functional armor somewhat visible underneath his commissioner's uniform.

Voice. Deep, gruff, and a bit snarly. Canadian accent.

Personality. No nonsense.

Ideal. A single competent person can make all the difference in the world. (Lawful Neutral)

Bond. His six chiefs and their immediate underlings are his "untouchables" -- they cannot be bought.

Flaw. His failures as an engineer follow him. He sees his mistakes in Endercoast's infrastructure everywhere he goes.

HERMIONE GALANODEL OF THE SENTINELS OF EQUITY

Page References: IW 11, 16, 21, 34, 83, 98-99, 105-106, 151, 155, 158-160, 165, 171

Hermione Galanodel is a devotee and spokeswoman of the Sentinels of Equity whose goals are to return Endercoast to a state of nature. She believes that by presenting her arguments reasonably, people will be turned to her point of view. Anyone who isn't convinced is therefore unreasonable and should be eliminated.

Hermione can be represented either by a wood elf **court debater** (TPN 20) or **glamour bard** (NPC 36).

Appearance. Tall, thin, covered entirely in white robes. Her long black hair trails out from her hood.

Voice. Oozes like honey. Upper class non-rhotic Southern American.

Personality. Affable, insistent, and self-assured. Prides herself in her stoic affectation.

Ideal. All shall be made equal. (Chaotic Neutral)

Bond. Joined the sentinels after her high elven village elder betrayed her people to become a lich.

Flaw. Cannot suppress her emotions as well as she thinks.

TURPH MUSHEEN OF THE UNION OF SMALL BUSINESS OWNERS

Page References: IW 11, 17, 21, 36, 41, 98-99, 105-106, 154-156, 159-161, 165, 171, 185

Turph Musheen is a retired adventurer and small business owner. He owns a flower shop. He's also on the board of the Union of Small Business Owners and has gained massive support from the other union members for his rejection of the Feywild's influence over Endercoast. The city should be self-sufficient. It should not give in to the magic of the Fey.

Turph is represented by a half-orc **commander** (NPC 206).

Appearance. Well-dressed grey-skinned man with tusks.

Braided through his hair are four flowers: a white rose, two daffodils, and a chrysanthemum.

Voice. Rough and working class, hiding a sharp intelligence. Heavy cockney accent.

Personality. Everything's a negotiation to him. He likes to beat around the bush before getting to the point.

Ideal. If we don't stand up for ourselves, nobody's gonna do it for us. (Neutral)

Bond. His son was killed in the Endercoast salt mines ten years ago. He vowed never to let anything like that happen again, no matter the cost. His wife and two daughters now live a respectable lifestyle in a nice part of town. The four flowers in his hair symbolise his family. Flowers need a gardener.

Flaw. Not above using dirty tricks and intimidation to get what he wants, and he doesn't see the hypocrisy in his actions.

LORD CALS OF THE LITTER AND THE PEAT

Page References: IW 12, 16, 18, 43, 59, 63, 80-81, 87, 98-99, 108-116, 119, 127, 133, 165, 167-168, 171, 179, 182, 190-192, 216, 228

Lord Cals of the Litter and the Peat is an ancient archfey, perhaps older than the Feywild itself. He is as patient as the winds that flatten a mountain. He is as determined as a root that grows in a crack in a stone. He waits, sometimes for millennia, as eventually all problems will fade away.

Lord Cals is represented by the **Lord Cals** statblock (IW 190). He primarily uses **time vultures** (IW 216) and **stone golems** (MM 170) as minions.

Appearance. He appears to mortals as a black-cloaked skeletal specter, his head the skull of a goat, wearing a rope necklace adorned with a beautiful red rose.

Voice. Deep, slow, cracked, and sonorous.

Personality. Patient. His wrath is unearthed only after careful deliberation.

Ideal. It doesn't matter who you are. Your time will end eventually. (Neutral Evil)

Bond. The red rose pinned to his rope necklace is a symbol of a long-lost faerie queen whose advances he spurned. When she gathered her forces to destroy him, he slew them all and locked her forever away in his rose.

Flaw. He does not sweat small failures, knowing that in the end he will be victorious. But for mortals with short lives, this means he can be defeated. At least for a while.

CIRRUS THE JESTER

Page References: IW 10, 12, 19, 29, 43, 46, 59, 81, 87, 98-99, 109, 118-124, 127, 133, 159, 165, 168, 171, 179, 193-195, 229

Cirrus the Jester is a trickster spirit. They tell jokes to soothe their addled, sickened mind. But nothing suffices.

Cirrus is represented by the **Cirrus** statblock (IW 193). They primarily use eladrin **jokers** (NPC 219), **jesters** (NPC 37), and **clowns** (NPC 197) as minions.

Appearance. They generally appear to mortals as a clown with a formless, indistinct body, wearing a wooden mask that betrays no emotion. They can shapeshift at will into any mortal that has ever laughed at their jokes.

Voice. Modulating wildly between masculine and feminine, deep and high, joking and serious. They have an unsettling, mirthless, megalomaniacal laugh.

Personality. Desperately clownish, often mean-spirited.

Ideal. Humour is how we cope with the absurdity of an uncaring universe. (Chaotic Neutral)

Bond. As a mortal, Cirrus was a genderfluid eladrin circus clown, blessed by Corellon with shapeshifting powers. They fell in love with a beautiful acrobat, a woman who glowed with the joy of life itself. The acrobat asked for Cirrus' hand in marriage, and on the night of their wedding, she revealed that her true form was that of Lliira, Goddess of Joy. Overwhelmed, Cirrus descended into madness.

Flaw. Cirrus would like nothing more than to return to Lliira and join her in Elysium. But they know they are too far gone for her to ever want them back. So much has gone wrong. So much is lost.

DAILILI, THE TREE OF INFINITY

Page References: IW 12, 20, 59, 61, 64-65, 70, 82, 87, 98-99, 102-106, 109, 119, 126-130, 133, 151, 165-166, 168-169, 171, 179-183, 196-197, 203, 218, 230

Dailili was once a dryad whose many children in the material realm were cut down by a woodsman. She slew him but was banished to the Feywild for the crime of murder. In the Feywild, she now sits on her rooted throne, plotting her revenge, growing ever stronger. A tree has sprouted from her fey court, an extension of her very will, that is fated to consume all of existence.

Dailili is represented by the **Wild Guardian** (NPC 121) statblock (her dryad form) and her true **Dailili** (IW 196) form. She primarily uses **dryads** (MM 121) and either **wood woads** (VGM 198) or **primeval guardians** (NPC 130) as minions, plus other plant monsters such as **blights** (MM 32) and **treants** (MM 289), each of which are an extension of herself.

Appearance. She appears to mortals as an ordinary (if toweringly tall) dryad. Only her sheer size and her glowing magenta-tinted eyes give away her true identity as an archfey. Her true form is the entire forest around her court, where every tree shares the same root system linking with the Tree of Infinity at the center.

Voice. Soft, bitter, and rumbling.

Personality. Brimming with rage, spite, and hatred for all things except the plants and creatures she has birthed.

Ideal. Mortals have no respect for nature. She will make them respect her. (Chaotic Evil)

Bond. She was banished from the Material Plane, her birth plane, for the crime of murder. Perhaps there is a chance that she can be pardoned for her crimes. But what then of her court in the Feywild?

Flaw. Dailili does not value the lives of creatures other than herself. They are so small, and she is so big.

TETTLEBUG MOONFLOWER

Page References: IW 12, 21, 31-32, 59, 72, 80, 83, 87, 99, 109, 119, 132-137, 146, 165-167, 171, 179, 198-199, 231

The Princess of Dewdrops brings rain, fog, and chill in her endless dance, wreaking havoc across the Feywild as she revels in the melancholy of distant thunder.

Tettlebug Moonflower is represented by the **Tettlebug** statblock (IW 198). She primarily uses **stormcloud mephits** (IW 216), **sprites** (MM 283), and **pixies** (MM 253) as minions.

Appearance. Tettlebug appears to mortals as an ordinary pixie. Her status as an archfey is revealed by the intricate patterns on her wings that glow with barely-contained thunderous energy, and by the fact that every beat of her wings lets loose a minor thunderclap.

Voice. She has a tiny voice that booms.

Personality. She is a reveller, a singer, and a destroyer, and she hardly knows the destruction she has wrought.

Ideal. There is nothing more comforting than the sound of rain pattering against the leaves and the boom of thunder in the distance in the night time. (Chaotic Neutral)

Bond. She has a family of **pixies** that are very worried about her. They do not know the immense power that she has gained since she went missing. She is just their lost sister.

Flaw. She is unaware of the true extent of her power.

DEAREST GRAN

Page References: IW 13, 59-63, 65, 98, 108-114, 139-141, 150-151, 166-168, 171, 179-180, 232-236

The hag in the woods can grant you your wildest dreams, but if you cross her, those dreams will become a nightmare. And you'll never wake up.

Dearest Gran has her own statblock in this book (IW 232).

Appearance. A crooked old woman in simple clothes, wielding a disarmingly kind smile like a carving knife.

Voice. Her voice is like that of a traditional fairy-tale witch, all scratchy and cackly and manic, though her words are always sober and dangerous.

Personality. Dearest Gran has no issues whatsoever with enslaving others to her will, and she will often lazily use her servants for simple tasks. She dotters around like a harmless old woman most of the time, but if she is crossed, her wrath is absolute.

Ideal. Dearest Gran despises a cheater. (Neutral)

Bond. Her most powerful magic comes from a coven between her and her two sisters, **night hags** (MM 178) that have retreated to the Nine Hells and mostly ignore her. She resents her sisters but dares not confront them for fear of losing her powers.

Flaw. While she cannot explicitly be said to be evil, Dearest Gran is typical of the immorality of hags, having no issues with stealing children, enslaving people against their will, and sending people hurtling into horrors worse than death.

JILWOCKY NIFTYWOOP

Page References: IW 13, 35, 52, 151

Despite his diminutive size, Jilwocky is a dangerous force to be reckoned with. He is in tune with the chaos of the Feywild due to his druidic connection with Silvanus, God of Wild Nature, while also being a shark in the political game. It was his savvy that allowed the Sylvan Gardens to remain as large and impressive as they are in the middle of an otherwise industrial city.

Jilwocky can help the party enter the Feywild. On a full moon, he will take the form of a wolf and ask the party to reveal to him a deep, powerful truth about themselves. Only then can they pass through the Shimmer.

Jilwocky can be represented by an **archdruid** (VGM 210) or by an **archdruid coven leader** (NPC 65).

Appearance. Diminutive, yet self-assured and powerfully built.

Voice. Gnomes have high voices, and he has a deep voice for a gnome, meaning he just has a relatively unassuming voice that hides a deep wisdom.

Personality. He always knows more than he lets on.

Ideal. The wilds can't be dismissed as mindless chaos. There is a rhythm to them. An understanding you must reach if you are to survive. (Neutral)

Bond. Jilwocky lives in a little hill in the Sylvan Gardens with his wife and six kids. He's not available in the evenings because he always cooks dinner for them all.

Flaw. Jilwocky is extremely reluctant to use his power. He is afraid that he will be overtaken by the wilds and forced into direct service to Silvanus. He likes the pocket of lawfulness he has achieved for himself in Endercoast.

MATTHEW

Page References: IW 13, 17, 24, 32, 36, 38-39, 41

Matthew is the owner of a large adventuring shop in Endercoast where he sells all gear that any adventurer could conceivably want. He is secretly a powerful fighter/cleric, though he does not like to advertise this fact. A terrible curse prevents him from ever leaving his shop. Matthew has placed notes in the margins throughout this book, an effort for him to reach out to others in the few ways he still can.

Matthew is represented by the **indefatigable** (NPC 77) statblock with the quick features of a **forge cleric** (NPC 53).

Appearance. A barrel-chested man in his mid-to-late fifties, a thin layer of fat over a thick layer of muscle. His curly black hair and beard is neatly trimmed in a Greek style.

Voice. Sonorous, with always a hint of amusement and interest in others' stories.

Personality. He doesn't get a lot of human connection locked up in his shop, so he tries to make conversation with his regulars wherever possible. He's lived a long, hard life with many twists and turns and loves to swap stories.

Ideal. He is a cleric of Hephaestus and values independence and freedom. He feels he lacks these things in his own life. (Neutral Good)

Bond. If he can break his curse, he may be able to return to the Plane of Fire to be with his one true love, a fiery salamander.

Flaw. He has little patience for those who rely too much on others. An adventurer should be effective even on their own. Specialisation is for insects.

RITA BARNACKY

Page References: IW 13, 19, 40-41, 154-161

Everyone assumes the Saltine Herald has been publishing papers for a long time, but no record exists from before Endercoast came to the Feywild. No one can say that they have ever seen its editor in person, Rita Barnacky. In actual fact, she is a formless fey spirit that was trapped in Endercoast when it was teleported to the Feywild.

Rita Barnacky can be represented by a **banshee** (MM 23) if she is ever summoned.

Appearance. Rita will take on the form of a winter eladrin banshee if somehow summoned.

Voice. Rita is voiceless, only able to communicate through her newspaper. If fought in banshee form, she screams random headlines in a shrill, high-pitched middle-aged woman's voice.

Personality. Rita is extremely conservative and theocratic, an unusual trait for a fey. This is likely why she immediately became attached to Endercoast when it arrived.

Ideal. Rita is nothing without her new identity as a newspaper editor, and if the city falls, she will go back to being a formless spirit. She only cares for others to the extent that they would make a good story in her paper. (Neutral Evil)

Bond. Of the four factions in the city, she often flip-flops in her biases, but generally likes the government and the Sentinels of Equity and hates the union and commissioner.

Flaw. Rita is inflammatory to a fault and can't resist publishing attack pieces of even those who should be on her side.

FACTIONS

ENDERCOAST FACTIONS

ENDERCOAST GOVERNMENT

LEADER

Hitchen Attercat is the mayor of Endercoast. See Dramatis Personae for details.

GOALS

The government of Endercoast pursues the following goals over the course of the story.

Return to the Material Plane. The Feywild is a scary place that can't be tamed. The longer the city spends here, the more it will fall into anarchy.

Protect the Interests of the Mayor. The mayor takes bribes from the Union of Small Business Owners, and his daughter has her own fashion store in the city square that he wants to ensure the success of. He acts to support these businesses if they don't interfere with his other goals.

Preserve the Mayor's Secret. The mayor is rumoured to have a secret lover. If his unfaithfulness to his wife were ever confirmed, it would seriously undermine his chances at reelection.

INFLUENCE

Finances. The government has effectively unlimited funds for this adventure. As long as the people of Endercoast collectively agree to continue to use the gold piece standard while in the Feywild, the government can secure its hegemony over the city through financial means.

Leverage. After taking so many bribes, the government and its politicians have an uneasy alliance with many criminal organisations in Endercoast due to mutually-assured destruction. They both have world-shattering revelations to share, if only the other would strike first.

Politics. The government is able to achieve its political goals because of the support of its people and because of its careful bureaucracy that exists to prop itself up. With a bureaucracy in place, any reasonably intelligent politician can absolve themselves totally of responsibility for anything bad that happens.

EVENTS

You can roll randomly for the following faction events, or choose an event appropriate to your session.

d6 Event

- 1 The mayor plans a ball to celebrate his daughter's 30th birthday. Worried that nobody will attend, he puts in place an 8 o'clock curfew and makes his ball an exception to the curfew.
- 2 The mayor starts following through on his campaign promises to "clean up the streets" of both trash and crime. Suspiciously, the mayor has never fulfilled a campaign promise before, leading many to believe that he's been replaced by a doppelmayor.
- 3 To celebrate the party's recent victory, he invites them to a public ceremony to grant them the key to the city. He changes his mind last minute and gives it to Huck Lasick instead, despite the fact that Lasick absolutely does not want the key to the city.
- 4 The mayor takes some time off at his mansion by the docks, ostensibly by himself. Without him, a lot of work is getting done by the council, but he's been gone a while and some people are getting worried.
- 5 The mayor bans all travel in or out of the city. The guards are unlikely to follow his demands, especially considering that some people have seen the mayor sneaking someone in and out anyway.
- 6 The mayor's daughter uses her father's political clout to advertise her fashion store.

FACTION BONUSES

By completing sidequests, the group can increase or decrease their faction relationship.

Relationship Bonus (or Detriment)

-1 Anarchists	NPCs allied with the government have advantage on Intelligence (Investigation) and Wisdom (Insight) checks made against the party, and they are supported by 1d4 inquisitors (NPC 138) each.
0 Citizens	No effect.
1 Statists	When a party member takes the Help action to assist an ally with an Intelligence (Investigation) or Wisdom (Insight) check, the recipient can additionally add 1d4 to their result.
2 Lobbyists	The party receives the above benefit and can put into place one reasonable city law. The party can't put into place any further laws than this.

MAYOR ATTERCAT

Seen a lot of men like Attercat make it to the top and then have no idea what to do with themselves once they get here. The mayor, well, all the wealth and power in the world won't fill that hole in his heart.

ENDERCOAST GUARD

LEADER

Huck Lasick is the commissioner of the Endercoast Guard. See Dramatis Personae for details.

FIGHTERS

The guards in the Endercoast Guard are all fighters. The guard is made up of six precincts (refer to NPC 75 for the rundown on **fighter squads**) with 5d100 **guards** (MM 347) in each precinct (roughly 250 per precinct and roughly 1500 total). The precincts are respectively led by a **veteran** (MM 350), a **master-at-arms** (NPC 80), a **rally guard** (NPC 80), a **commander** (NPC 206), a **brute** (NPC 82), and a **banneret** (NPC 79) as their chiefs.

GOALS

The Endercoast Guard pursues the following goals over the course of the story.

Crack Down on Enormities. Endercoast is a city of sinners.

The commissioner knows that a few broken windows is all it takes for criminals to think they can get away with it, so his strategy is one of zero quarter.

Replace Shoddy Engineering. A lot of Endercoast's engineering work was done shoddily, in a rush, to keep up with a velocious population growth. Now that the population has levelled off (especially because everyone is trapped here), now's the time to push for some infrastructure work that desperately needs to get done.

Ally with the Cult. Huck Lasick isn't a religious man, but he knows the power of church on ensuring the obedience of the masses. He thinks the Sentinels of Equity are a bunch of crackpots, but if they can help him maintain order, maybe a bunch of crackpots is what this city needs. He doesn't quite understand the true purpose the cult, unfortunately.

INFLUENCE

Leadership. The guards command respect from their citizens, who go along with what they say unless they have a good reason to disobey (and are willing to potentially put their life on the line to do so). The commissioner commands the guards, and time and time again he proves his capabilities as a leader.

Persistence. Commissioner Huck Lasick does not rest until he has his man. He does not sleep until he has a solution to his problems. He does not give up, not now, and not ever. He is relentless. He is inevitable. And his guards must follow suit.

Violence. In concept, as an organisation a city guard has widespread societal permission -- and in fact, expectation -- to inflict violence on those who would go against the interests of the city. They employ mercenaries and train recruits to become lethal fighters. They are the largest combative force in the adventure, moreso even than any individual archfey's forces.

EVENTS

You can roll randomly for the following faction events, or choose an event appropriate to your session.

d6 Event

- 1 The commissioner arrests thirty anti-Feywild protesters off the street, causing the protests to worsen as more people take up the cause.
- 2 One of the commissioner's top-ranking chiefs is assassinated, prompting a swift and violent investigation into the perpetrators.
- 3 The commissioner makes a public apology for the recent collapse of a small stone bridge that he oversaw the construction of ten years prior. The bridge wounded a young child when it collapsed.
- 4 The commissioner sends several dozen guards out into the streets with soap, buckets of water, and fresh paint in order to clean up the rampant graffiti. They accidentally paint over a beautiful mural that Mayor Attercat had commissioned for his daughter.
- 5 A councillor accuses the commissioner of refusing to investigate the bribes that the Union of Small Business Owners pays to the mayor. In response, the commissioner asks the party to investigate the councillor for any wrongdoing on his part.
- 6 A **crime boss** (NPC 132) puts out a hit on the commissioner. 1,000 gp for the halfling's head. 1d6 **discount assassins** (NPC 136) take to the streets.

FACTION BONUSES

By completing sidequests, the group can increase or decrease their faction relationship.

Relationship	Bonus (or Detriment)
-1 Perps	The streets are filled with bandits (MM 343), dirty fighters (NPC 215), thugs (MM 350), and the occasional outlaw (NPC 225). Sometimes, there are much worse threats, like an arcane thief (NPC 135) or a master thief (VGM 216). It's not safe to walk around after dark.
0 Civvies	No effect.
1 Informants	The party is accompanied by a mercenary (NPC 223) from Lasick's "untouchables" -- not a chief but an experienced sergeant. Lasick's guard forces as a whole become mercenaries (NPC 223) instead of guards (MM 347).
2 Consultants	The party receives the above benefit and is pardoned for a serious wrongdoing, if applicable. The party can't be pardoned for further wrongdoings, and crimes committed with knowledge of a potential future pardon cannot be pardoned.

SENTINELS OF EQUITY

LEADER

The Sentinels of Equity have no official leader, but Hermione Galanodel is their spokeswoman. See Dramatis Personae for details.

RELIGIOUS DETAILS

Chaotic Neutral. The Sentinels of Equity do not worship a specific god, but moreso the abstract concept of a "truly equal society". Perhaps there is a god that grants them their powers, though such a god has yet to reveal itself. Now that the city has been cut off from the Material Plane, their power has remained steady while other churches of Endercoast, aside from those of Lliira and Silvanus, have waned.

Cultists of the sentinels of equity dress in identical white robes and often speak together as many voices merging into one. Once a day, each cultist can replace any result of a die roll with 10 (before adding modifiers).

GOALS

The Sentinels of Equity pursue the following goals over the course of the story.

Absolute Fairness in All Matters. The cult believes that the government and the city guard are incapable of objectively doling out justice. Only the Sentinels of Equity are capable of viewing criminal acts from an unclouded perspective and should therefore be the adjudicator in all cases.

Return to a State of Nature. Endercoast is a city encroaching on the natural order of the world. Being transported to the Feywild is a sign that the city has strayed too far from its roots and must tear itself apart to coalesce into the soil once more.

Eliminate the Opposition. Any who disagree with the Sentinels of Equity are acting unreasonably, and there is no room in this world for unreasonable people. The cult must eliminate anyone who crosses them.

INFLUENCE

Divine Magic. The sentinels command divine power in a place that is otherwise largely cut off from the gods. Most major religious institutions find their clerics powerless. Not so for the sentinels. They heal the sick, banish undead, and bring light to the masses.

Luck. The sentinels have made a pact with Lord Cals, who supplies Hermione Galanodel and other influential members of the cult with a warlock's magic. Lord Cals provides them the boon of patience -- the dice will be in their favour if they are willing to wait.

Manipulation. The sentinels have their claws in most influential organisations in Endercoast. They've bribed the government, they've installed secret members on the board of the Union of Small Business Owners, and they've convinced the Endercoast guard that their presence in the city helps maintain order.

EVENTS

You can roll randomly for the following faction events, or choose an event appropriate to your session.

d6 Event

- | | |
|---|--|
| 1 | Cultists burst into an active criminal court case and demand that the defendant be executed immediately for the crime he is so clearly guilty of perpetrating. |
| 2 | The cultists summon the spectral visage of an archfey, casting it high into the clouds so that all of Endercoast can listen to its demands. |
| 3 | The cultists set off an explosive rune in the sewers to demonstrate to the common folk their over-reliance on proper sanitation. The city stinks. |
| 4 | The cultists make an assassination attempt against Mayor Attercat. His incompetency only serves to hinder their goals. |
| 5 | The cultists send cultists of the archfey (NPC 208) disguised as church hands to "support" a guard raid on suppliers of illicit substances. Secretly they wish to obtain these substances for themselves. |
| 6 | Hermione meets a party member at a formal event and attempts to convince them to join her cult. She becomes vengeful if denied. |

FACTION BONUSES

By completing sidequests, the group can increase or decrease their faction relationship.

Relationship	Bonus (or Detriment)
-1 Heretics	The party cannot add their proficiency bonus to saving throws due to a curse from the cult.
0 Fools	No effect.
1 Useful Fools	Once per day, a party member can replace an ally's d20 roll for an ability check, attack roll, or saving throw with 10 (before modifiers). After doing so, the original party member's next ability check, attack roll, or saving throw also becomes 10 (before modifiers).
2 Cultists	The party receives the above benefit and also receives the maximum healing possible from all hit dice rolled.

UNION OF SMALL BUSINESS OWNERS

LEADER

Turph Musheen is the most influential member on the board of the Union of Small Business Owners. See Dramatis Personae for details.

FEATURES

The union uses **thugs** (MM 350) for intimidation purposes. Thugs have access to Pack Tactics, which is a powerful feature that grants advantage when ganging up against a target. You can grant other NPCs the Pack Tactics feature if they work for the union.

As an alternative to Pack Tactics, you can grant NPCs the ability to use the variant flanking rules (DMG 251), which is also what player characters gain access to as a result of allying with this faction. If you're running this adventure with theatre of the mind, you can adapt the flanking rules as follows:

Theatre of the Mind Flanking. When a creature and its ally are both within 5 feet of a target, a creature can spend 10 feet of movement to position itself in such a way that the target becomes flanked. The flanking bonus lasts until the creature, its ally, or the target moves, or the creature or its ally become incapacitated.

GOALS

The Union of Small Business Owners pursues the following goals over the course of the story.

Protect Our Own. Members of the union are granted special protections and must be allowed to call upon the resources of the union to support them. All for one and one for all.

Absorb Competitors. Almost every other guild in Endercoast has been incorporated into the union, and they won't stop until everyone is a part of their organisation whether they like it or not.

Return to the Material Plane. The Feywild isn't good for business. Law is preferable to chaos.

INFLUENCE

Arcane Magic. When the court wizards joined with the union, Mayor Attercat knew that attempting to circumvent the union would be hopeless. The wizards possess scrying and illusion magic that make it impossible to pull a fast one on them. Or so they think, for their overconfidence breeds complacency.

Intimidation. The union wields the power to shut the city down at any moment. Endercoast can't function without the businesses that supply its people with essential services like food, clothing, water, and medicine. If the union is crossed, they will strike, and the city will suffer.

Law. The union's team of expert lawyers can worm their way in and out of the legal labyrinth, always ensuring that the union comes out on top in a negotiation.

EVENTS

You can roll randomly for the following faction events, or choose an event appropriate to your session.

d6 Event

- 1 Matthew the blacksmith calls upon the union to provide him with extra tools to detect and disable magic after his shop is burgled by an **arcane thief** (NPC 135).
- 2 The board funnels money into a public works project that would necessitate tearing down and relocating a rival weaver's guild's headquarters. They hope that this will pressure the guild into joining with the union to survive.
- 3 Union thugs beat an auditor in the streets for daring to give one of their members an unfavourable report. The auditor, a young woman named Hacinth, refuses to press charges out of fear.
- 4 Two board members make a pact to veto all of Turph Musheen's proposals, worried that he is letting his power go to his head. He manages to gather enough votes to kick them from the board, so they try to start their own competing union.
- 5 A courier for the union is caught transporting a bribe to mayor Attercat. The union denies all responsibility. The party is asked to sit in to the court hearing, where the mayor absolves the union of all wrongdoing.
- 6 A previously-successful mining company, Tracer Coal, refuses to pay its workers their salaries given that the mine is no longer accessible while they're in the Feywild (even though the miners are still completing jobs for the company). Union thugs face off against **mercenaries** (NPC 223) hired by Tracer Coal to press the workers into complacency.

FACTION BONUSES

By completing sidequests, the group can increase or decrease their faction relationship.

Relationship	Bonus (or Detriment)
-1 Boycotters	The party magically loses 25 gp per week due to a curse from the union.
0 Customers	No effect.
1 Stakeholders	The party gains access to flanking rules (DMG 251).
2 Investors	The party receives the above benefit as well as a dividend of 50 gp per week from the union.

ARCHFEY COURTS

THE LITTER AND THE PEAT

Lord Cals rules the court of the Litter and the Peat, a place frozen in time after a calamity struck the ancient race that once lived here, more ancient even than the gods. The architecture of the old race is alien, non-euclidean, beautiful in its own way, and the moment of the destruction of their most sacred buildings has been forever preserved.

LEADER

For information on Lord Cals, see Dramatis Personae (IW 12) and his statblock (IW 190).

GOALS

Lord Cals pursues the following goals.

Inevitability. Anyone who wishes to cheat death must be shown the error of their ways.

Purification. Lord Cals intends to remove Endercoast from the Feywild. An advanced society threatens the purity of his court.

INFLUENCE

Patience. Lord Cals is used to waiting. His **time vultures** (IW 205) take advantage of an enemy's impatience, and his **stone golems** (MM 170) force enemies to slow down. The magic of his court rewards those who take their time and punishes those who strike ahead.

Reservation. Lord Cals possesses nigh-limitless power, but he is careful about how the power is used. He refuses to employ more of his power than is necessary, so the most successful of his enemies are those who are as patient and insidious as he is, never revealing their full strength until it is too late.

MINIONS

Any minions with the "(any race)" tag are eladrin (IW 188). They're marked with an asterisk (*) here.

- **Cultists of the Archfey*** (NPC 208)
- **Dream Guardians*** (NPC 69)
- **Gargoyles** (MM 140)
- **Liminal Druids*** (NPC 71)
- **Nagpas** (MTF 215)
- **Nothics** (MM 236)
- **Onis** (MM 239)
- **Scarecrows** (MM 268)
- **Stone Golems** (MM 170)
- **Time Vultures** (IW 205)
- **Twilight Priests*** (TPN 24)
- **Warlocks of Lord Cals*** (IW 228)

EVENTS

You can roll randomly for the following court events, or choose an event appropriate to your session.

d6 Event

- 1 Lord Cals replaces half of the statues in Endercoast with a **gargoyle** (MM 140) to keep watch over the city.
- 2 Lord Cals asks a trusted **dream guardian** (NPC 69) to torture the party members or an enemy faction through their dreams.
- 3 Using **onis** (MM 239), Lord Cals kidnaps vulnerable people from Endercoast in the hopes of converting them into his cultists.
- 4 Lord Cals sends 52 (5d20) **time vultures** (IW 216) to circle Endercoast from above, watching and waiting.
- 5 Lord Cals signs a deal with Mayor Attercat. The mayor adds the quick features of a **warlock of the archfey** (NPC 165) to his existing statblock (**king/queen**, NPC 220).
- 6 Lord Cals curses the city of Endercoast with a "slow day" where every citizen of the city must succeed on a DC 20 Constitution saving throw or fall under the effects of *slow* until twilight.

PATRON BONUSES

By completing sidequests, the group can increase or decrease their court relationship.

Relationship Bonus (or Detriment)

-1 Hustlers	The party has disadvantage on initiative rolls due to a curse from Lord Cals.
0 Mayflies	No effect.
1 Observers	The party draws from the same pool of available spells. Spells unavailable to one party member also become unavailable to the rest. Their shared spell save DC is 8 + proficiency bonus. The party can cast the following spells innately. 1/day each: <i>comprehend languages, dispel magic, hold person, protection from evil and good, sanctuary, slow, tongues, zone of truth</i>
2 Wanderers	The party receives the above benefit as well as the following magic item: Ioun Stone, Reserve (DMG 176).

THE COURT OF JEST

I can conslitate together some replicas of that mask for you, if you think it'll be helpful. Fifty gold each. Don't look at me like that, I know it's just wood. The price isn't for the materials, it's for my expertise.

THE COURT OF JEST

The Court of Jest is the threshold of theatre. Meet an actor backstage after the show, and behind the stage is an identical theatre, only this time you are the actor and the actors are the audience. Impress them and the court will accept you into their ranks of performers and acrobats and clowns.

LEADER

For information on Cirrus the Jester, see *Dramatis Personae* (IW 12).

GOALS

All the World's a Stage. Expose the artifice of society. It's all a performance. It's all an act. Endercoast's unwillingness to fully embrace the chaos of the Feywild is foolishness. And wouldn't Cirrus know about being a fool.

Hide the Pain. Anything to keep the painful thoughts at bay. Any distraction at all.

INFLUENCE

Entertainment. They say the only thing holding society together is bread and circuses. Cirrus understands that the latter is a double-edged sword: society needs entertainment, and yet entertainment has the power to collapse society.

Mockery. Cirrus knows exactly how to bring pompous people back down to earth. He knows their deepest flaws and knows just the right words to say to bring them to their knees. No amount of protestation or denial will suffice. Cirrus' mockery is truth.

MINIONS

Any minions with the "(any race)" tag are eladrin (IW 188). They're marked with an asterisk (*) here.

- **Banshees** (MM 23)
- **Bards*** (VGM 211)
- **Clowns*** (NPC 197)
- **Cultists of the Archfey*** (NPC 208)
- **Doppelgangers** (MM 82)
- **Effects Masters*** (NPC 198)
- **Fashionistas*** (NPC 199)
- **Glamour Bards*** (NPC 36)
- **Harpies** (MM 181)
- **Jesters*** (NPC 37)
- **Jokers*** (NPC 219)
- **Satyrs** (MM 267)
- **Warlocks of Cirrus*** (IW 229)

EVENTS

You can roll randomly for the following court events, or choose an event appropriate to your session.

d6 Event

- 1 Cirrus puts on a circus performance. Everyone in Endercoast finds an invitation in their pocket.
- 2 Cirrus sends his minions to crash a court debate, mocking both sides for not seeing the obvious solution to their dispute.
- 3 Cirrus replaces one key faction leader with a doppelganger and puts on endless performances to entertain the real person. Cirrus tells them that they will be set free when they agree that the performance was the best they have ever seen.
- 4 Cirrus disguises themselves as a member of the nobility and wanders around Endercoast, seeing life from the eyes of a mortal. They're disgusted.
- 5 Cirrus kidnaps Rita Barnacky of the Saltine Herald (IW 24) and disguises themselves as her. The Saltine Herald insults key faction leaders, getting right to the roots of their deepest insecurities.
- 6 Cirrus tries to secretly attend a show in the Church of Her Inimitable Joyousness but can't stop themselves from openly weeping and causing a scene. They summon **clowns** (NPC 197) to cause chaos and then attempt to cast *modify memory* on anyone who might have recognised them.

PATRON BONUSES

By completing sidequests, the group can increase or decrease their court relationship.

Relationship Bonus (or Detriment)

-1 Critics	Due to a curse from Cirrus, each time a party member is knocked prone, they must succeed on a DC 15 Wisdom saving throw or fall under the spell of <i>Tasha's hideous laughter</i> .
0 Audience Members	No effect.
1 Fans	All party members gain proficiency in Performance while performing together as a group. If a party member already has proficiency in Performance, they can add +1 to their Performance checks (whether with their party or elsewhere).
2 Performers	The party receives the above benefit as well as the following magic item: Hat of Disguise (DMG 173).

THE TREE OF INFINITY

All the trees in the woods share the same root structure. Those roots lead back to the tree at the center of the forest, visible from all angles, towering impossibly high into the clouds. The very plants under one's feet are the veins and nerves of Dailili, for her court and her being are coterminous.

LEADER

For information on Dailili, see *Dramatis Personae* (IW 12).

GOALS

Growth. Dailili will not stop until she has overgrown the entire Feywild, and from there, the rest of existence. She consumes, and she grows, and she will never, ever cease.

Revenge. Dailili has vowed to subsume the fools who banished her from the Material Plane. They took her children, and they took her home, and soon she will take their lives. From their lives she will grow new life, her life, stronger than before.

INFLUENCE

Plants. Dailili's will extends through all plants in her court, for they are as much a part of her as the fingers of a human.

Rage. Dailili's burning, festering rage manifests in the world as forest fires that occasionally clear huge swathes of her own growth, the only thing that is keeping her from expanding outward even more quickly. From the fires grow new trees, with thicker bark, hardier limbs, longer lives.

MINIONS

Any minions with the "(any race)" tag are dryads (IW 188). They're marked with an asterisk (*) here.

- **Awakened Shrubs** (MM 317)
- **Awakened Trees** (MM 317)
- **Corpse Flowers** (MTF 127)
- **Druids*** (MM 346)
- **Dryads** (MM 121)
- **Eco-Terrorists*** (NPC 217)
- **Flamefighters*** (TPN 27)
- **Green Hags** (MM 177)
- **Grungs** (VGM 156)
- **Needle Blights** (MM 32)
- **Primeval Guardians*** (NPC 130)
- **Shambling Mounds** (MM 270)
- **Swarms of Insects** (MM 338)
- **Thornies** (VGM 197)
- **Treants** (MM 289)
- **Trolls** (MM 291)
- **Twig Blights** (MM 32)
- **Vegepygmies** (VGM 196)
- **Vine Blights** (MM 32)
- **Warlocks of Dailili*** (IW 230)
- **Witch Doctors*** (NPC 232)
- **Wood Woads** (VGM 198)

EVENTS

You can roll randomly for the following court events, or choose an event appropriate to your session.

d6 Event

- | | |
|---|---|
| 1 | Creeping vines cover up windows and doors, trapping people in their homes in Endercoast. |
| 2 | Twig Blights (MM 32) grow out of cracks in the pavement in Endercoast, terrorising pedestrians. |
| 3 | Anyone who eats fruits and vegetables becomes terribly sick, becoming poisoned until twilight. The only thing that makes them feel better is sunlight and meat. |
| 4 | Plants grow all through the North Ward, then spontaneously combust, causing widespread fires through the city. |
| 5 | Trolls (MM 291) are spotted in the sewers planting mysterious seeds. If left unchecked, the seeds will become shambling mounds (MM 270). |
| 6 | More and more people in Endercoast seek out witch doctors (NPC 232) instead of medical experts or priests. |

PATRON BONUSES

By completing sidequests, the group can increase or decrease their court relationship.

Relationship Bonus (or Detriment)

-1 Parasites	All natural terrain is difficult terrain for the party due to a curse from Dailili.
0 Food Sacks	No effect.
1 Planters	The party draws from the same pool of available spells. Spells unavailable to one party member also become unavailable to the rest. Their shared spell save DC is 8 + proficiency bonus. The party can cast the following spells innately. 1/day each: <i>barkskin</i> , <i>entangle</i> , <i>grasping vine</i> , <i>hail of thorns</i> , <i>plant growth</i> , <i>speak with plants</i> , <i>spike growth</i>
2 Wardens	The party receives the above benefit as well as the following magic item: Bag of Beans (DMG 152).

DEWDROPS

Surrounding the endlessly-singing Tettlebug Moonflower are a court of devoted fae creatures, the Dewdrops, that attend to her every whim. In the joyful wake of the court are terrible storms.

LEADER

For information on Tettlebug Moonflower, see *Dramatis Personae* (IW 12).

GOALS

Good Cheer. Tettlebug Moonflower spreads joy and happiness wherever she goes. She refuses to believe otherwise. She never returns to places she has visited. After all, she's already spread joy to that place. No need to see if the joy has lasted. She knows that it has.

Music. Tettlebug is not a great singer, but music isn't about becoming an expert, it's about expressing oneself, about releasing oneself from inhibitions, about creativity. Her wingbeats are pounding drums and her voice tinkles like chimes.

INFLUENCE

Devotees. Tettlebug is surrounded by sycophants. They compliment her constantly. And they are perfectly willing to put their lives on the line if it means that she remains unaware of the destruction she wreaks across the Feywild. In their eyes, it is worth the deaths of millions for Tettlebug to remain in blissful ignorance. Her laughter trumps all.

MINIONS

Any minions with the "(any race)" tag are faeries (IW 189). They're marked with an asterisk (*) here.

- **Autumn Eladrin** (MTF 195)
- **Bards*** (VGM 211)
- **Bullywugs** (MM 35)
- **Cultists of the Archfey*** (NPC 208)
- **Faerie Dragons** (MM 133)
- **Feysworn*** (NPC 111)
- **Fey Wanderers*** (TPN 37)
- **Glamour Bards*** (NPC 36)
- **Goblins** (MM 166)
- **Kuo-Toas** (MM 199)
- **Pixies** (MM 253)
- **Quicklings** (VGM 187)
- **Satyrs** (MM 267)
- **Spring Eladrin** (MTF 196)
- **Sprites** (MM 283)
- **Summer Eladrin** (MTF 196)
- **Unicorns** (MM 294)
- **Warlocks of Tettlebug Moonflower*** (IW 231)
- **Winter Eladrin** (MTF 197)

EVENTS

You can roll randomly for the following court events, or choose an event appropriate to your session.

d6 Event

- 1 Endercoast suffers rainy weather for 14 solid weeks.
- 2 Lightning incinerates a high-levelled member of one of the four factions (not one of the faction leaders), causing that faction to scramble to recruit someone to replace them.
- 3 **Warlocks of Tettlebug Moonflower** (IW 231) arrive in town, accompanied by subservient **goblins** (MM 166) and **kuo-toas** (MM 199), to sell six paintings of Tettlebug Moonflower. They ask for unusual payments (IW 61). They refuse to leave Endercoast until all are sold.
- 4 A **faerie dragon** (MM 133) entices Turph Musheen with promises of beautiful flowers to add to his shop if he follows it. When he returns, he has a new flower in his hair, a tulip that glistens with a sprinkling of dewdrops and fairy dust.
- 5 Lightning strikes collapse all of the bridges in Endercoast, cutting off the east side of the city from the west until they can be repaired.
- 6 A **unicorn** (MM 294) weeps at the feet of the petrified dragon turtle (IW 17). It touches its horn to the stone skin of the monster, but there is no effect, and the unicorn leaves, distraught.

PATRON BONUSES

By completing sidequests, the group can increase or decrease their court relationship.

Relationship	Bonus (or Detriment)
-1 Meanies	The party is magically deafened every day from dawn until twilight due to a curse from Tettlebug.
0 Boors	No effect.
1 Friends	Each party member succeeds on all nonmagical weather-related saving throws and is immune to nonmagical weather-related damage as long as they are within 30 feet of another party member.
2 Best Friends!	The party receives the above benefit as well as the following magic item: Instrument of the Bards, Anstruth Harp (DMG 205). A party member can spend 4 weeks of downtime learning to play the harp from Greta in the Church of Her Inimitable Joyousness (IW 13) or Hermione Galanodel in the Sentinels of Equity Headquarters (IW 18); they become fully proficient after 4 weeks as the Anstruth Harp magically enhances their learning.

ENDERCOAST

Endercoast is a dense city of about 20,000 inhabitants founded on the edge of the Bay of Driving Winds. It proved to be a valuable investment for its founders when they discovered the city was built over a region ideal for mining salt deposits, which were valuable in a time where food was scarce and preservation through winter was difficult. Economic prosperity quickly brought about debauched holidays and street festivals, which in turn brought in a thriving middle class of merchants, artists, and vacationers.

One fateful twilight, the entire city was spirited away through powerful magic. A city that used prosperity to sow chaos, now Endercoast is trapped as an unwitting bastion of civilisation in an unfamiliar and dangerous new realm. Can the city hold together, or will it fall to the chaos of the Feywild?

Endercoast is a place of stability and rest for the party, at least in comparison to the world beyond the Shimmer. Since long rests are not permitted in the Feywild, characters must frequently return to Endercoast or risk succumbing to exhaustion.



ENDERCOAST REFERENCE

MOOD (IW 42)

d20 Mood

1 **Riotous.** The general population boils over with frustration from being locked away in the Feywild. In a show of violent protest, a small group of rioters burns down buildings, smashes windows, loots storefronts, and brawls with guards.

2-14 **Discontented.** The general population goes about their lives in a grumbling but accepting mood.

15-17 **Nostalgic.** Throughout the night, songs of the old world can be heard sung from apartment balconies. Bonfires roar, revellers tell stories of the families and friends they've left behind, and pubs run until dawn.

18-19 **Hopeful.** Rumours spread of a chance to return to the Material Plane. The city comes alive with excitement. People smile on the street. They give gifts to strangers. They dance and twirl with relief.

20 **Silent.** The city is draped in magical silence at twilight. Only voices are affected. This isn't an uncommon occurrence in the Feywild, and for once the sounds of nature surrounding the city take precedence. People gather at the edges to listen to the music of the forest. They drink, they revel, and when dawn arrives, the silence lifts, and so do spirits. Sometimes it's easiest to connect to one another without words.

WEATHER (IW 42)

Summer is always humid and winter is always cold.

d20 Weather

1 **Cold.** Anyone further than 5 ft. from a source of heat or another person takes 1d4 cold damage per round. Everyone huddles together in clumps and the streets grow empty. There is no snow, only cold.

2-7 **Rainy.** Torrential downpours fill the city. The streets flood with waist-high water. Sewage is backed up. People retreat to the upper floors of their homes. Anyone shorter than 3'6" risks drowning in the streets. The streets are difficult terrain for anyone without a swim speed, unless they move in the direction of the current.

8-17 **Mild.** The weather is pleasant, though the air is choked with pollen and other particulates. A failed DC 3 Constitution saving throw at the beginning of the day gives a humanoid the poisoned condition until twilight as they choke and sneeze uncontrollably. Mayor Attercat always fails his check, even with such a low DC.

18-20 **Humid.** The hot, stuffy air shortens the amount of time it's comfortable to spend outside. The cityfolk wear only necessities and guzzle down gallons of water. Humanoids who spend more than an hour at a time outside must succeed on a DC 10 Constitution saving throw or incur a level of exhaustion.

DOWNTIME ACTIVITIES

- Carousing (IW 38)
- Crafting (IW 38)
- Crime (IW 38)
- Gigs (IW 39)
- Operating a Small Business (IW 40)
- Research (IW 41)
- Relaxation (IW 41)

FACTIONS

- The Government (IW 14)
- The Endercoast Guard (IW 15)
- The Sentinels of Equity (IW 16)
- The Union of Small Business Owners (IW 17)

FACTION LEADERS

See Dramatis Personae (IW 11) for key faction leaders.

HAPPENINGS IN TOWN

- Feywild Influence (IW 43)
- Holidays (IW 43)
- Saltine Herald (IW 41)
- City Gossip (IW 41)
- Government Faction Events (IW 14)
- Endercoast Guard Faction Events (IW 15)
- Sentinels of Equity Faction Events (IW 16)
- Union of Small Business Owners Faction Events (IW 17)
- Unfulfilled Needs (IW 44)

MAP

Refer to the maps of Endercoast (IW 25).

LEAVING AND RETURNING

Refer to Feywild Travel (IW 52).

RANDOM ENDERCOAST CITIZEN

RANDOM RACE

d100	Race
1-50	Human
51-65	Halfling
66-70	Wood Elf
71-72	High Elf
73	Drow
74-75	Half-Elf
76-79	Mountain Dwarf
80-81	Hill Dwarf
82	Dragonborn
83-90	Tiefling
91-93	Forest Gnome
94	Rock Gnome
95-98	Half-Orc
99	Firbolg (or roll again)
100	Kenku (or roll again)

RANDOM NAME

d20	Name	d20	Name
1	Robin Bells	11	Waywar Crackomile
2	Richie Cashbags	12	Xados Quitress
3	Billy Binga	13	Cry of Injured Bird
4	The Wombat	14	Brulnar Coppertop
5	Callie Deshawn	15	Honey Streek
6	Corvid Trigometty	16	Gabriel Light
7	Yoon Zelim	17	Luci Shade
8	Ellipa Nikon	18	Timber Perdecknelath Dragnar
9	Jorks	19	Filven Cormrath
10	Olimar Tiberius Dornington the Fourth	20	Just Beck

RELIGIONS

LLIIRA (IW 29)

Chaotic Good. The Joydancers of Lliira provide a welcome distraction. Their church is a modest but long-running circus in Endercoast.

SENTINELS OF EQUITY (IW 34)

Chaotic Neutral. The Sentinels of Equity worship the abstract concept of a "truly equal society".

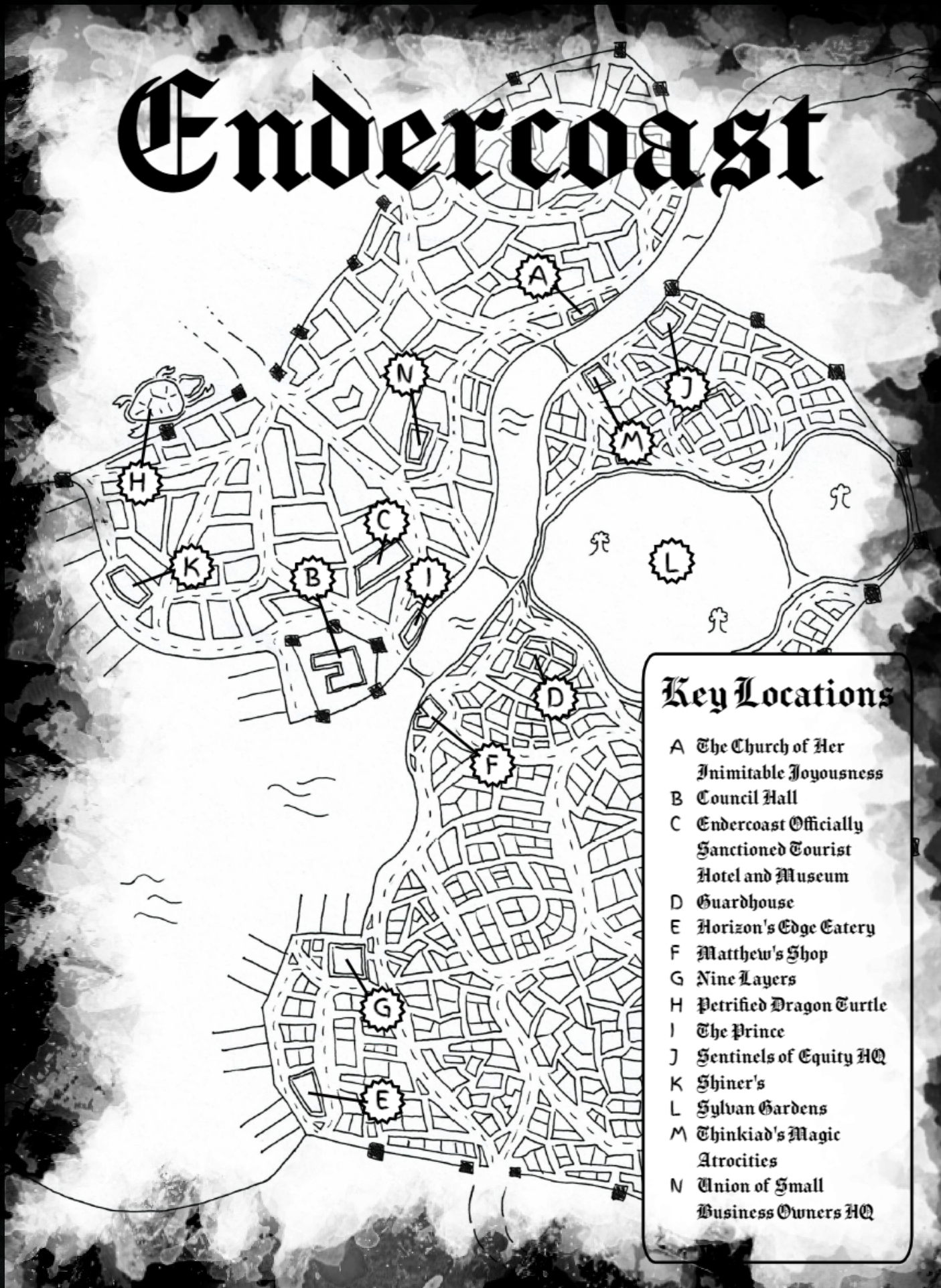
SILVANUS (IW 35)

Neutral. Followers of Silvanus stand steadfast against the intrusion of civilisation into the natural forests of the world.

GOODS, SERVICES, AND OTHER OFFERINGS

Type	Merchant
Adventuring Equipment	- Matthew's Shop (IW 32) - The Sentinels of Equity Headquarters (IW 34) - Thinkiad's Magic Atrocities (IW 36)
Accommodation	- Endercoast Officially Sanctioned Tourist Hotel and Museum (IW 30) - Nine Layers (IW 32) - The Prince (IW 33)
Administration	- Council Hall: bribes (IW 29) - Guardhouse: crime reports (IW 30) - Union of Small Business Owners Headquarters: small business (IW 36)
Eating Out	- Horizon's Edge Eatery: seafood (IW 31) - The Prince: pub food (IW 33)
Nightlife	- The Church of Her Inimitable Joyousness (IW 29) - Nine Layers (IW 32) - Shiner's (IW 34)
Religious Services	- The Church of Her Inimitable Joyousness: Lliira (IW 29) - The Sentinels of Equity Headquarters: non-denominational (IW 34) - Sylvan Gardens: Silvanus (IW 35)
Research	- Council Hall (IW 29) - Endercoast Officially Sanctioned Tourist Hotel and Museum (IW 30)
Tourism	- Endercoast Officially Sanctioned Tourist Hotel and Museum (IW 30) - The Petrified Dragon Turtle (IW 33) - Sylvan Gardens (IW 35)
Work	- The Church of Her Inimitable Joyousness: Acrobatics or Performance (IW 29) - Guardhouse: Investigation (IW 30) - Horizon's Edge Eatery: sidequest (IW 31) - Matthew's Shop: dungeoneering, Nature or Survival (IW 32) - Nine Layers: Performance (IW 32) - The Prince: Athletics, Performance (IW 33) - The Sentinels of Equity Headquarters: Religion (IW 34) - Shiner's: Performance, sidequest (IW 34) - Sylvan Gardens: Nature or Religion or Survival (IW 35) - Thinkiad's Magic Atrocities: dungeoneering (IW 36) - The Union of Small Business Owners: small business, Persuasion (IW 36)

Endercoast



Key Locations

- A The Church of Her Inimitable Joyousness
- B Council Hall
- C Endercoast Officially Sanctioned Tourist Hotel and Museum
- D Guardhouse
- E Horizon's Edge Eatery
- F Matthew's Shop
- G Nine Layers
- H Petrified Dragon Turtle
- I The Prince
- J Sentinels of Equity HQ
- K Shiner's
- L Sylvan Gardens
- M Thinkiad's Magic Atrocities
- N Union of Small Business Owners HQ

Endercoast

North Gate

North Lakeside Gate

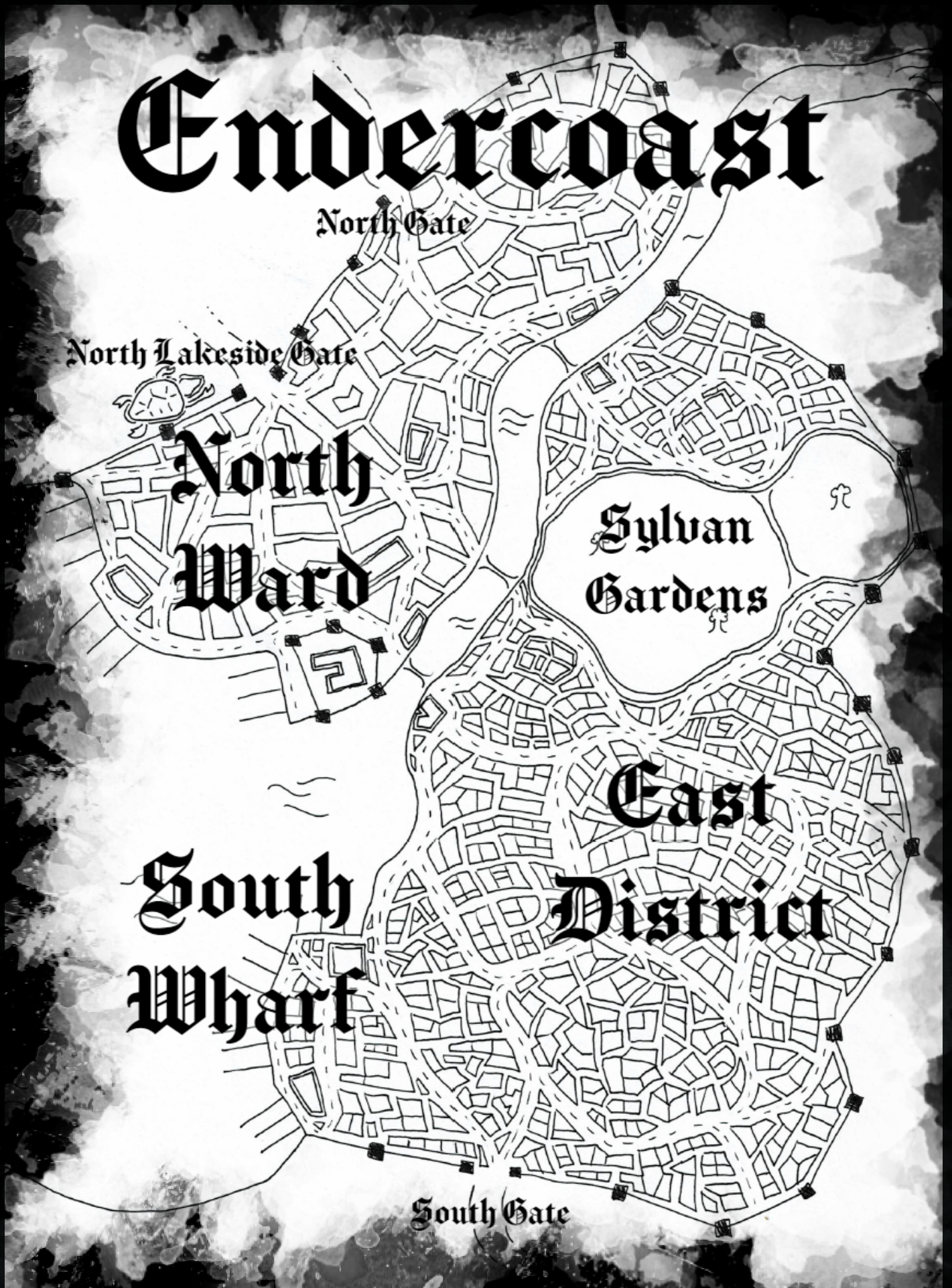
North
Ward

Sylvan
Gardens

South
Wharf

East
District

South Gate



ENDERCOAST PUBLIC HOLIDAY CALENDAR

In Endercoast, specific days out of the year are marked as public holidays. However, in the Material Plane, the city was notorious for impromptu festivals and market days where people would take the day off "sick" from work to join in. These days were frequent, unpredictable, and not endorsed by the government, except in the way that Mayor Attercat would occasionally be seen in attendance. With the situation so dire, the basic needs of Endercoast must be fulfilled before these market days can resume.

WINTER

Week	Holiday	Description
1	--	--
2	--	--
3	--	--
4	Winter Solstice	Things will only get better from here. Celebrants throw flaming torches from their windows which would traditionally melt the snow in the streets. Here in the Feywild without the snow, it's a bit of a fire hazard, but volunteer Union spellcasters patrol the streets to put out any fires.
5	--	--
6	Midwinter	Friends and family exchange exotic gifts. It's been of particular contention whether items obtained outside of city limits in the Feywild should be so freely traded, but contention hasn't stopped anyone from doing it.
7	--	--
8	--	--
9	--	--
10	--	--
11	--	--
12	--	--
13	--	--

SPRING

Week	Holiday	Description
1		--
2		--
3	Greengrass	The citizens of Endercoast head out into the farming fields to sow the seeds for the farmers while the farmers relax. The fields did not come to the Feywild with the rest of the city. Instead, it's now just an opportunity for people to stretch their legs and have a picnic outside the walls. Many fey creatures join in with this celebration.
4	--	--
5	--	--
6	--	--
7	--	--
8	--	--
9	Homeward	Homeward marks the anniversary of the day that Endercoast was transported to the Feywild. Celebrants are encouraged to swap stories of what life was like back home, and to think about what they might do when they finally get back. It is a time for reflection on the past and planning for the future, a recognition that the present is a threshold that we all must pass through together.
10	--	--
11	--	--
12	--	--
13	--	--

The first quest of Into Wonderland, The Shimmer, begins in a dream sequence that takes place in Week 9 of Spring before Homeward is established as a public holiday. The party wakes up from the dream sequence in Week 12 of Spring.

ENDERCOAST PUBLIC HOLIDAY CALENDAR

SUMMER

Week	Holiday	Description
1	--	--
2	--	--
3	--	--
4	--	--
5	--	--
6	Midsummer	The holiday of Midsummer traditionally stands in for the founding of the city of Endercoast, even though the exact days don't match. It's a much more ceremonial affair than other holidays, with the mayor delivering a long, boring speech in the blistering heat to a crowd of disinterested citizens.
7	--	--
8	Summer Solstice	The hottest, longest day of the year. It's a day reserved for sports, play, dancing, drinking, and loving. It's seen as impolite to head home before dark.
9	--	--
10	--	--
11	--	--
12	--	--
13	--	--

AUTUMN

Week	Holiday	Description
1	--	--
2	Highharvestide	An opportunity to spend time with close family and to give thanks for everything that is still available to people of the city even in exceptional circumstances.
3	--	--
4	--	--
5	--	--
6	--	--
7	--	--
8	--	--
9	--	--
10	--	--
11	--	--
12	--	--
13	New Year's Feast	The new year is upon Endercoast and with it renewed hope for a better future. Maybe next year will be the year that the city is finally returned home. We can only hope. Most establishments run until the early hours of the morning as celebrants stay up all night to welcome in a new tomorrow.

KEY LOCATIONS

A. THE CHURCH OF HER INIMITABLE JOYOUSNESS

The Church of Her Inimitable Joyousness is a large colourful circus that runs nightly performances doubling as both entertainment and sermons meant to spread the joy of their goddess Lliira.

LOCAL KNOWLEDGE

"Worst part of the whole city getting plopped into the Feywild? The travelling circus ain't travelling anymore. Gotta hand it to them, they know how to put on a show, just wish they wouldn't do it so late into the night."

DIRECTIONS

"You can find their tents on the west riverbank, North Ward. A few little ones and a real, real big one. Major eyesore, obnoxiously loud, can't miss 'em."

When the party first enters the circus, describe the following scene.

Explosions of colour and light momentarily blind you. The sound of the announcer's voice booms through the flaps of the tent. "Our main attraction, ladies and gentlemen, the Joydancers!" You feel the rush of wind on your skin as acrobats flip and dance in the air. The showstopper is the synchronised aerial formation of three stars joining in a point, the symbol of the goddess of Lliira.

The concierge, Greta, a lithe half-elf **church hand** (NPC 205), helps the party find their seats and cheerfully tells them that she'll be checking in on them periodically to ensure they're having a good time (and to take any orders for snack food). She flashes a pearly-white smile and then skips off to help out other audience members.

RELIGIOUS DETAILS

Chaotic Good. The Joydancers of Lliira exist to provide a welcome distraction from the tribulations of the common people. Their church, a modest but long-running circus in Endercoast, risks pulling farmers from their families, knights from their quest, wives from their husbands, and children from their parents, all for a chance to be lost forever watching the hypnotic sway.

Non-worshipping citizens are often unsettled by the relentless smiles of the Joydancers.

ACTIVITIES

Back Tent Clerical Duties. For a fee of gp equal to 200 times the spell level, Greta offers the party access to cleric spells like *lesser restoration* and *raise dead*, but they'll need to come quietly with her into the smaller satellite tents around the main performance where they can get some privacy. Followers of Lliira (or those who falsely claim to be and succeed on a DC 15 Charisma (Deception) check) have a 50% discount on these services. She'll introduce them to her sister Hannah, a surprisingly elderly half-elf **cardinal** (NPC 48) with the same cheery demeanour as Greta. If a receiver of clerical services makes small talk, a DC 15 Charisma (Persuasion) check convinces Greta and Hannah to reveal that Lliira has a surprising connection to one of the archfey that has made contact with Endercoast: Lliira was once engaged to be married to Cirrus the Jester. Cirrus went insane after learning of Lliira's true identity as a goddess.

Joyous Celebration. Followers of the goddess Lliira (or those who falsely claim to be and succeed on a DC 15 Charisma (Deception) check) are invited to join the Joydancers as they attend an after-party at the Nine Layers. An attendee of the party can make a Charisma (Persuasion) check with advantage using the Nine Layers Carousing table (IW 32) without spending any money.

Work. A party member with proficiency in Acrobatics or Performance can earn money by spending a week of downtime performing at the circus. Doing so earns the performer a 50% discount on clerical services, a wage of 5 gp, and tips equal to 1 gp times the result of a Dexterity or Charisma (Acrobatics or Performance) check. The performer has advantage on this check if they are a follower of Lliira.

B. COUNCIL HALL

The Council Hall is the center of bureaucracy for Endercoast and house of the government (IW 14). It has a courthouse and a records room that dates back decades to Endercoast's inception. Its architecture is magnificent thanks to Huck Lasick overseeing the project in his early days as a municipal engineer. Mayor Hitchen Attercat spends most of his time here.

LOCAL KNOWLEDGE

"All that money that went into its architecture ought to have gone into repairing the bridges, if you ask me. Useless place. Once spent an hour and a half waiting in line to talk to the mayor and he brushes me off to schmooze with some noblewoman jingling a pouch of platinum."

DIRECTIONS

"North side of the river, right where it spills into the lake. Big fat gate all around it. You'll recognise it by the marble pillars and the swathes of civvies waiting their turn to enter."

When the party first enters the hall, describe the following scene.

The inside of the hall is elaborately carved with figures of myth and legend. You spot the mayor waddling over to greet you. "My adventuring friends!" he says, disingenuously. "Come, come, join me in my little office." His office is enormous. His desk is surrounded by twenty-foot high bookshelves stocked with books that have never been opened.

You can find information on Mayor Attercat in *Dramatis Personae* (IW 11).

ACTIVITIES

Bribe the Mayor. For a small "donation" of 100 gp, the mayor will grant the party easy access to any bureaucratic permission slips they need. The party can obtain a business license, make a bid on a property, rent a boat in the dock, conduct expeditions into the lower depths of the city, or represent the city in a negotiation with an archfey. A bribe does not waive any other relevant costs.

Research. The council hall's libraries and records provide the opportunity to spend a week of downtime here conducting research. The mayor will need to be bribed at least 25 gp in order to make use of the hall's resources for the week.

Sit in on a Court Session. Some sidequests or random events may include a court session, which is held here. A 10 gp bribe to the mayor allows a party member to sit in on a court session for a day. Most court sessions are a bit dull, but sitting in on one grants a character advantage on the next ability check they make relating to the laws or history of Endercoast.

C. ENDERCOAST OFFICIALLY SANCTIONED TOURIST HOTEL AND MUSEUM

The Endercoast Officially Sanctioned Tourist Hotel and Museum is a bureaucratically-designed soulless building that exists only to take advantage of idiot tourists who don't know any better.

LOCAL KNOWLEDGE

"It's a hunk of plaster and wood, what can I say? Check it out if you've got a half dozen gold pieces burning a hole in your pocket and you'd rather give it to the government than the homeless."

DIRECTIONS

"Just north of the council hall. Ugliest building this side of the river. Hard to miss what with all the signs pointing right at it."

When the party first enters the museum, describe the following scene.

The front room is a gaudy, cramped, souvenir shop helmed by a baggy-eyed old dwarven lady. Two goat-legged men, satyrs you reckon, flip through brochures with wide-eyed excitement. They speak to each other in Sylvan. "Oh my god, Brian, have we seen the dragon turtle yet? Oh, and the beautiful architecture of the council hall, that's just across the street, how grand!"

The receptionist, Ethel Greenpick, a dwarf **commoner** (MM 344), stares up at the party through her misshapen bifocals. She tells them to check out the petrified dragon turtle if they haven't already. Her words are recited. She lays her head down to rest.

ACTIVITIES

Accommodation. A room at the Endercoast Officially Sanctioned Tourist Hotel and Museum costs 20 gp per week. The rooms are very nice, if bland. A renter can find a lost invitation to Shiner's (IW 34) in their room's dresser drawer with a DC 5 Intelligence (Investigation) check. It's been ripped in half but could easily be repaired with *mending* or a forgery kit.

Research. The small museum attached to the souvenir shop provides an opportunity to spend a week of downtime conducting research. Entry to the museum is 10 gp per week. The museum provides low-quality surface-level information; the highest result possible for a research check in this location is 10.

Tourist Attractions. The souvenir shop downstairs has brochures to the Petrified Dragon Turtle, the Sylvan Gardens, and the Council Hall, as well as many out-of-city-limits locations like the Salt Mines that are unfortunately no longer accessible while Endercoast is in the Feywild. Ethel hasn't removed these brochures because she is too lazy to do so and looking at them makes her depressed.

D. GUARDHOUSE

The guardhouse is the headquarters of the Endercoast Guard. It's both an office for the commissioner, his chiefs, and his sergeants, as well as a holding cell for most of the city's criminals.

LOCAL KNOWLEDGE

"The guardhouse? Well I hope I don't look like the kind of person who'd be well acquainted with it."

DIRECTIONS

"Bad side of the river, wish it wasn't so close to the south end of the gardens. Cluster of grey buildings about a street or two back from the river."

When the party first enters the hall, describe the following scene.

Angry prisoners bang and clatter from the other side of the walls, but the guards seem to have tuned them out after working here for so long. The guardhouse is open plan, wide but with a low ceiling that makes it feel quite claustrophobic. Sergeants rush from desk to desk gathering papers for their reports. Near the entrance stands Commissioner Huck Lasick, short but still imposing, chewing on a cigar as he chews out a low-ranking guard.

You can find information on Commissioner Huck Lasick in *Dramatis Personae* (IW 11).

ACTIVITIES

Report a Crime. Huck Lasick takes the details of the crime and puts one of his investigators on the case. A victim rolls an Intelligence (Investigation) check to represent their recollection of the crime. On a result of 15 or higher, the crime is solved within a week. On a result of 5 or lower, the crime is pinned on the wrong perpetrator. Otherwise, the crime is unsolved and forgotten about.

Work. A party member with proficiency in Investigation can earn money by spending a week of downtime consulting with the guard. Doing so earns them 20 gp and, if the party's relationship with the Endercoast Guard is at -1, this returns it to 0 with a successful DC 15 Intelligence (Investigation) check.

E. HORIZON'S EDGE EATERY

The Horizon's Edge Eatery is a classy seafood restaurant.

LOCAL KNOWLEDGE

"Great food and a beautiful view. Expensive, but it's worth it if you've got the gold. Took a date there once. Cost me two weeks' salary."

DIRECTIONS

"South Wharf. About as far south as you can go while sticking to the lakeside."

When the party first enters the restaurant, describe the following scene.

Smells like saltwater and brine but otherwise the restaurant is opulent. Spectacular sunset view across the lake. Silver chandeliers glitter on the ceiling. All the clientele are dressed up nicer than you are.

The head chef, Ben, a tall, lean, serious human **noble** (MM 348) dressed in a white smock, kills a lobster in the front of the party to demonstrate that it is fresh. Lobster blood is spattered across his smock.

ACTIVITIES

Fancy Date. This is a good place to take a date if a character wants to dazzle them. Eating here costs 32 gp (4d10 + 10) per head.

Work (Sidequest: Bring It to a Boil). If the party seeks work at this location, Ben can give them the following sidequest.

SIDEQUEST: BRING IT TO A BOIL

Situation. Ben, the head chef of the Horizon's Edge Eatery, has been commissioned by warlocks of the archfey Tettlebug Moonflower to cater a full-course lobster dish.

Task. The party is tasked with escorting Ben through the Feywild to Dewdrops. Ben has a horse-drawn caravan with an attached aquarium where he keeps his live lobsters. Only the freshest lobsters are acceptable for such a commission.

Complication 1. The caravan is attacked by 2d6 **satyrs** (MM 267) who demand to feed on the fresh lobsters. Allowing them to eat the lobsters results in failure.

Complication 2. When the party arrives at Dewdrops (IW 57), the chef immediately begins preparations and slaughters the lobsters in front of Tettlebug, who is delighted. A bullywug **warlock of Tettlebug Moonflower** (IW 231) describes proper eating etiquette. A successful DC 10 Charisma or Intelligence (Persuasion) check is enough to avoid breaking the rules of etiquette; all party members must succeed.

Outcome (Failure). Ben begs for forgiveness, but Tettlebug has already lost interest in him. She teleports Dewdrops away and leaves Ben and the party trapped in The Unknown (IW 65).

Outcome (Success). Tettlebug is satisfied and sends Ben and the party back to Endercoast. Ben rewards the party with 100 gp and two free meals at the Horizon's Edge Eatery.

See the next page for the Dewdrops rules of etiquette.

HORIZON'S EDGE EATERY

Took a dame here once, a long, long time ago, just to test the waters. Turns out she was all water and no fire. Better to find out on a first date than after ten years of marriage, eh?

MY SHOP

If you're looking for something I don't have, I'll smash it together for you in an hour. Union prices, non-negotiable.

DEWDROPS RULES OF ETIQUETTE

1. Sit up straight.
2. Do not place your elbows on the table.
3. Do not ask questions.
4. Thank the lobster for granting you its flesh.
5. Acknowledge and respect the waiting of the stormcloud mephit. She deserves respect.
6. Do not make eye contact with your host, Tettlebug Moonflower.
7. You must make or participate in at least one toast throughout the evening. When clinking glasses as part of a toast, do not allow the glasses to make contact.
8. Knock thrice under the table to request a sprinkling of salt. Four times for pepper.
9. Upon completion of your meal, place your fork, spoon, and knife in a triangle pattern on the table above your plate. The configuration is irrelevant.
10. If the beetle on the table reaches your host, Tettlebug Moonflower, before it is squashed, you have failed.

Instead of rolling a check, you can force your players to actively roleplay these rules. Pass out snacks in-person at the table (they don't have to be lobster-related) and keep careful watch to ensure that your players abide by the etiquette. You can represent the stormcloud mephit by walking around passing out snacks yourself. You can represent a beetle approaching Tettlebug by quietly placing a miniature figure somewhere on the table; a player that spots the "beetle" can have their character smash it in the game (but not in real life, as miniature figures are expensive). Allow your table three mistakes total.

F. MATTHEW'S SHOP

Matthew's Shop is a large one-stop-shop adventuring equipment establishment run by a single hardworking blacksmith.

LOCAL KNOWLEDGE

"You guys look like a proper rough-and-tumble gang of adventurers. Seems like you'd make good use of Matthew's Shop. He sells everything you'd ever need for an expedition."

DIRECTIONS

"Right at the end of the bridge, directly across from The Prince and the council hall."

When the party first enters the shop, describe the following scene.

Huge place. Shelves are lined with torches that burn forever. You've got weapons. You've got armor. You've got camping gear, backpacks, kits for dungeoneering and exploring and diplomacy alike, tools of every trade imaginable, trinkets of mysterious origin, brochures for livestock, horses, vehicles, and homes, goods traded in from every corner of Toril, and in the center of it all is a big flaming stone forge.

Matthew the blacksmith works at the forge. As he pounds at his anvil, a fully-formed silvered longsword coalesces magically from the raw materials in front of him. He is a curly-haired human **indefatigable** (NPC 77) with the quick features of a **forge priest** (NPC 53). He wears simple peasant's clothes. As a bonus action he can magically equip all of his weapons and armor instantly. He is incapable of leaving his shop due to an unbreakable curse, so he doesn't have much patience for anyone whinging about being stuck in Endercoast.

ACTIVITIES

Adventuring Equipment. Any item in Chapter 5 of the PHB (143) can either be found here directly or can be sourced (or created) by Matthew within 1 week. He uses the standard prices and is generally inflexible about them. Note that other than ambiguously-magical trinkets, Matthew does not sell magic items.

Work (Dungeoneering). Matthew gruffly supplies each party member with a dungeoneering kit and tells them to start spelunking the caves near Endercoast. Roll for a Feydark random encounter (IW 173) and roll for two magic items from the Magic Item Table B (DMG 137). The party gives one of these magic items to Matthew to prove the success of their mission. As a reward, Matthew gives them 1,000 gp and gives them a 20% discount the next time they spend 100 gp or more. What use does Matthew have of magic items? Nobody knows.

Work (Scouting). A character with proficiency in Nature or Survival can earn 20 gp per week by scouting the surrounding area for Matthew, who otherwise doesn't have a good way of discovering what he's dealing with in the Feywild (and therefore which types of goods he should be pushing to his customers).

G. NINE LAYERS

The Nine Layers is a mildly trashy tavern and dance hall popular with the lower class of Endercoast. It's accessible, cheap, and popular, which means every night is party night.

LOCAL KNOWLEDGE

"You gotta check out the Nine Layers. Heard they've got that tiefling rocking out on a fiddle tonight."

DIRECTIONS

"South Wharf. Follow the pounding music."

When the party first enters the tavern, describe the following scene.

The Nine Layers is bathed in moody, strobing red light. Dozens of young working class people dance rhythmically to the hypnotic fiddling of a tiefling bard up on the stage. He sings of being thrice displaced from home. Tavern wenches swerve through the crowd with trays of drinks that miraculously don't spill.

The tiefling, Hypnos, is a **bard** (VGM 211) or **whisper bard** (NPC 41). He gets regular gigs here and enjoys the crowd this place attracts, particularly if they get a bit rowdy.

ACTIVITIES

Accommodation. A week's accommodation on the upper floor of the Nine Layers is among the cheapest in the city at only 2 gp per week. However, the noise from the partiers downstairs means that anyone who takes a long rest here must succeed on a DC 10 Constitution saving throw before they can remove a level of exhaustion or regain hit dice.

Carousing. See the Carousing section (IW 38).

Work. A character with proficiency in Performance can earn their keep at the Nine Layers as well as 15 gp per week.

H. THE PETRIFIED DRAGON TURTLE

The Petrified Dragon Turtle is a gargantuan limestone statue of a dragon turtle just outside the city walls, eerily life-like to the ones in the MM (117). It used to be a major tourist attraction for Endercoast.

LOCAL KNOWLEDGE

"Scary the first time you see it, comforting the twentieth. I'd welcome the sight of it after a long vacation because it meant I was back home. Now that we can't leave the city, it gives me comfort that it came along for the ride, as though it's still watching over us."

DIRECTIONS

"Just outside the North Lakeside gate. Turn left and you'll be looking down its gullet."

When the party first arrives at the statue, describe the following scene.

The tour guide describes with glee the terror of a real dragon turtle. With a wink, she tells the enthralled onlookers that nobody is quite sure whether it's a particularly life-like statue or, perhaps, a real dragon turtle that fell victim to a medusa's wicked gaze. Either way, there are certainly legends of such a beast that once lived in the lake. Well, not that lake specifically, but the lake that that was here back in the Material Plane. "Real beaut', they used to say."

The tour guide is a halfling **brawler** (NPC 204) named Betsy who speaks with a heavy Australian accent. She wears an outfit that looks like it's meant for crocodile wrestling.

ACTIVITIES

Dragon Turtle Presentation. Tipping Betsy at least 10 gp and listening to her presentation on the dragon turtle grants a character advantage on the next ability check they make relating to the legends and lore of Endercoast's past.

Release the Dragon Turtle. The legends are true. Casting *greater restoration* on the dragon turtle releases it from its petrification, potentially causing a rampage across the North Ward of Endercoast -- or a suitable distraction. The party aren't the only ones who can take advantage of this ticking time bomb; factions like the Sentinels or even the Union might use it to further their goals if they are out of suitable alternatives. The dragon turtle can be calmed by reducing its hit points to half or lower and succeeding on a DC 20 Wisdom (Animal Handling) check. Once calm, it plunges through the Shimmer into the Feywild and causes no further harm unless provoked.

I. THE PRINCE

The Prince is a quiet yet successful tavern that prides itself on the strict moderation of its clientele. Cause a scene and you're booted out by the tavern's enforcers, represented by the **wrestler** (NPC 233) statblock.

LOCAL KNOWLEDGE

"Got kicked out my first night there for causing a ruckus. Never been back. Way too posh. Heard it's got great food though, and you can't ask for a better room for the prices they offer."

DIRECTIONS

"Suspiciously close to the council hall. Mayor probably drinks there in disguise."

When the party first enters the tavern, describe the following scene.

Blissfully quiet. The patrons aren't particularly well-dressed and certainly not as posh as you'd been led to believe, but they are miraculously polite. Gentle music wafts from a string quartet.

Borik, a dwarven **wrestler** (NPC 233), instructs the party on how to be respectful to the other patrons. He gives everyone a legal pad upon which to write down their drink orders, which he then ferries to the bartenders who mix drinks with only a murmur of communication between them.

ACTIVITIES

Accommodation. A week's rent of a room above the tavern costs 10 gp. Most people who stay here claim it's worth the price. The rooms are nice and the locale is quiet.

Quiet Date. This is a good place to take a date if a character wishes for a neutral, risk-free evening. A meal at the Prince costs 8 (1d10 + 3) gp per head.

Work (Enforcer). A character with proficiency in Athletics can spend a week working here as an enforcer to earn their stay plus 25 gp and two free meals. The enforcer must non-lethally remove 1d4-1 **dirty fighters** (NPC 215) from the premises, one at a time, throughout the week.

Work (Performance). A character with proficiency in Performance can spend a week working here as a musical performer to earn their stay plus 20 gp and one free meal.

J. THE SENTINELS OF EQUITY HEADQUARTERS

The Sentinels of Equity are satisfied with humble accommodation for their followers. The headquarters is a place of worship, of business, and of rest. Hermione Galanodel can usually be found here.

LOCAL KNOWLEDGE

"Those sentinel folk weird me out, always staring at me from underneath those white hoods. Do they even worship a god? Where does their power come from? Gives me the creeps."

DIRECTIONS

"Don't know why you'd want to go there, but I'm not in the business of prying. You'll find it way up on the north end of the city, right on the edge of the east riverbank. It's a bit hard to see on account of being majorly inconspicuous. Here's the exact street number if you need it, one forty-one East River. Got it? Good."

When the party first enters the headquarters, describe the following scene.

A quiet hum of conversation. Dozens of white-robed figures glide across the headquarter floor. You can see shelves of records and information, desks for work, tools of the trade like alchemist's supplies and weaver's tools all laid out, and most obviously, enough hammocks it seems to accommodate the city.

Hermione Galanodel is writing notes for a speech in her journal. Her hood is down. She mouths the words of her speech as if in trance. When the party approaches, she slams her journal shut and flips her hood back over her head. You can find more information on Hermione in *Dramatis Personae* (IW 11).

RELIGIOUS DETAILS

See the description of the Sentinels of Equity (IW 13).

ACTIVITIES

Adventuring Equipment. The sentinels sell at base price any adventuring equipment they can reasonably create from standard artisan's tools.

Clerical Services. The sentinels have access to scrolls of cleric spells of up to 5th level. They charge a price equal to 100 times the spell's level.

Work. A character with proficiency in Religion can earn 15 gp for a week's work consulting with the sentinels.

K. SHINER'S

Shiner's is an invitation-only club notorious for its debauchorous parties. It attracts the young wealthy elite of Endercoast.

LOCAL KNOWLEDGE

"What, you think they just hand out invitations to anyone? There's no way in the Nine Hells they'd let me in."

DIRECTIONS

"If you have to ask where it is, you aren't invited. But let's say you want to admire it from afar. You can find it in the North Ward by the docks near the lakeside gate."

INVITATIONS

A party member can obtain an invitation to Shiner's in one of the following ways:

- Leveraging one's Noble background.
- Taking a noble on a date and suitably impressing them.
- Stealing an invitation from a noble.
- Finding an invitation accidentally left behind in a room at the Endercoast Officially Sanctioned Tourist Hotel and Museum (IW 30).
- Bribing the mayor (IW 29).

When the party enters the club, describe the following scene.

Rainbow lights dance across the ceiling in time with the dancers on the floor. The sweet smell of perfume is overpowering, and the murmur of mingling nobles is almost deafening. Ethereal music caresses your ears, more felt than heard.

A high elf **noble** (MM 348) woman, eyes far away in a trance, beckons a party member to dance with her. The dance is impersonal and she quickly moves on to someone else, but by now, the whole party has been absorbed into the crowd.

ACTIVITIES

Carousing. See the Carousing section (IW 38).

Work (Performance). A character with an invitation can earn 40 gp per week as a performer at Shiner's, and completing a week's worth of work earns them one invitation they can give to anyone they like.

Work (Sidequest: Purse Your Lips). The high elf noblewoman, who refuses to give her name, demands that the party locate her lost purse. It contains a very powerful magic item.

SIDEQUEST: PURSE YOUR LIPS

Situation. A noblewoman at Shiner's lost her purse earlier in the night and is quite concerned as it contains a powerful magic item: a cape of the mountebank (DMG 157). She has reason to suspect that the thief is one of the other party-goers at Shiner's.

Task. The party must track down the thief. The noblewoman claims she is in too much of a haze to remember any details about the theft. Spells like *locate object* or *detect magic* will be able to locate the cape of the mountebank in the crowd, and succeeding on a DC 10 Wisdom (Insight) check reveals that the noblewoman isn't revealing everything: she caves and tells the party that it was probably her husband who took it.

Complication. The thief is a high elf **noble** (MM 348) who is the noblewoman's husband. If he suspects that he is being followed, he will use the cape of the mountebank to escape Shiner's and retreat to Thinkiad's Magic Atrocities (IW 36), where he intends to sell the magic item for money to fuel his secret addictions.

Outcome (Failure). If the party can't apprehend the thief, or if he manages to sell the magic item, the noblewoman is devastated at the betrayal of her husband. She wails about how her reputation is ruined and refuses to compensate the party.

Outcome (Success). If the party can successfully apprehend or talk down the husband, the wife expresses her gratitude by allowing the party to keep the cape of the mountebank (it was really about the purse to her, not the magic item), and she grants them an invitation to Shiner's that they can give to anyone they like.

L. SYLVAN GARDENS

The Sylvan Gardens hosts the majority of the city's population of wood elves, forest gnomes, and firbolg, or at least the ones who agree to lay worship to Silvanus, God of Wild Nature.

LOCAL KNOWLEDGE

"Great place for a picnic. Those elves sure are an unfriendly bunch, though. I mean, none of the trees there are sacred, right? They're just planted by the city. Who cares if my kid goes and hangs off the branches?"

DIRECTIONS

"Right in the center of the city, east side of the river. Greenest place there is inside the city walls."

When the party enters the gardens, describe the following scene.

There's a clear paved path through the gardens, where botanical delights capture your attention through your eyes, with beautiful reds, purples, greens, and blues, and through your nose, with fragrant scents mingling in the air. Up high in the tree tops, off the paved paths, are treehouses where wood elves have made their home. You see an elf glaring at you from his window before he disappears.

A forest gnome **nature priest** (NPC 58) named Jilwocky Niftywoop can be seen speaking to two squirrels who dart away when the party approaches.

RELIGIOUS DETAILS

Neutral. The woodlands must be preserved at all costs. Worshipping their Forest Father from impossibly high treehouses, followers of Silvanus stand steadfast against the intrusion of civilisation into the natural forests of the world. Sometimes this involves warnings. Other times, arrows.

Followers of Silvanus are prone to fits of violent rage followed quickly by apologies.

ACTIVITIES

Garden Tour. A character can pay Jilwocky 10 gp to give them a tour of the garden. After taking a tour and listening to Jilwocky speak, the character gains advantage on the next ability check they make relating to nature, herbalism, or the god Silvanus.

Clerical Services. The Church of Silvanus in Endercoast is suspicious of anyone who isn't a wood elf, forest gnome, or firbolg. Making use of their services requires a successful DC 15 Charisma (Persuasion) check. Jilwocky can cast any spell from his spell list or any 3rd-level or lower cleric spell for a fee of gp equal to 200 times the spell level. Followers of Silvanus (or those who falsely claim to be and succeed on a DC 15 Charisma (Deception) check) receive a 50% discount on these services.

Work. Characters with proficiency in Nature, Religion, or Survival can spend a week working in the Sylvan Gardens, receiving 15 gp. From the gardens they can steal components for any spell, or ingredients for any potion, with a successful DC 15 Dexterity (Sleight of Hand) check. On a failure, they do not receive what they have stolen, they do not get paid for their work, and they and their companions permanently lose access to clerical services from followers of Silvanus.

THE SYLVAN GARDENS

Nice place for a stroll. Or so I've heard. Last time I was there was about a decade ago. I gotta settle for my little rooftop garden. It's a long story.

M. THINKIAD'S MAGIC ATROCITIES

Thinkiad enjoys a profitable and lucrative monopoly on magic item sales in Endercoast. Her shop is cluttered and cramped, as she has no need to make it look nice.

LOCAL KNOWLEDGE

"Wish there were some competitors, but the Union's not gonna do anything about it, and I bet that dragonborn's misplaced a few coppers near the mayor's office if you catch my drift. The only 'atrocities' in that shop are the prices!"

DIRECTIONS

"North bridge, east side. It's a tiny little place. You'd think the shop-owner would be able to afford a bigger lot, but what do you know. Guess she just doesn't care about appearances."

When the party enters the shop, describe the following scene.

Crammed between a shelf of magic scrolls and a misshapen, inert metal crab, Thinkiad inspects a floating bauble with a magnifying lens. Satisfied, she breathes a puff of cold air to freeze it solid then stuffs it in her pocket. "Adventurers, it appears. How can I supply you?"

Thinkiad is a dragonborn **white dragon sorcerer** (NPC 150) with three levels as a divination wizard (NPC 242). She brags about all the contacts she has in Endercoast (seems to know everyone who's anyone) and chews her claws to keep them short while she does business with the party. All of the cleaning and maintenance of her shop is done by an invisible servant (as per the spell *unseen servant*) because she just can't be bothered to do it herself.

ACTIVITIES

Magic Items. Thinkiad sells (or can quickly source) any magic item from the Magic Item Tables A and B (DMG 137) as long as she's given at least a week to prepare. She sells them using the magic item price chart below. Most people agree that her prices are outrageous, but that's what happens when you've only got one supplier in the market. The nobility of Endercoast doesn't mind paying out of pocket for the exclusivity.

Work. If the party is equipped with sufficient dungeoneering tools, Thinkiad can send them on a mission to explore the caves near Endercoast. Roll for a Feydark random encounter (IW 173) and roll for two magic items from the Magic Item Table B (DMG 137). The party gives one of these magic items to Thinkiad to prove the success of their mission. As a reward, Thinkiad allows them to keep the other magic item and gives them a free common magic item of the party's choice. Thinkiad can't sell them back the item they've given her, as she needs to run some analysis on it before she puts it out to sale, which can take weeks if not months to do correctly. Or so she says. Maybe she's just lazy.

THINKIAD'S MAGIC ITEM PRICES

Rarity	Price
Common	70 (2d6+1 x 10) gp.
Uncommon	900 (2d8+2 x 100) gp.
Rare	19,000 (3d10+3 x 1000) gp.
Very Rare	300,000 (4d12+4 x 10000) gp.
Legendary	5,750,000 (5d20+5 x 100000) gp.

N. UNION OF SMALL BUSINESS OWNERS HEADQUARTERS

A few bribes to the mayor and The Union of Small Business Owners (IW 36) has managed to secure a huge block of real estate in the North Ward. They control a cluster of flat, grey buildings.

LOCAL KNOWLEDGE

"Commissioner tells us his guards keep the good people of Endercoast safe, but when some big-shot Neverwinter organisation started muscling its way onto my block and pressured me to fold up my father's shop, was it the Endercoast Guard that stepped in to tell those Neverwinter fat cats to shove it? No, it was the Union of Small Business Owners. That's why I'm a card-carrying member today."

DIRECTIONS

"Start at the Council Hall and take a stroll along the river for ten minutes. You'll see a cluster of buildings on the left, that's union headquarters."

Describe the following scene when the party first enters the headquarters.

The union headquarters are alive with secretaries, number crunchers, and paper-pushers. A circle of modestly-dressed business people argue about tax rates. You recognise Turph Musheen, a famous figure in Endercoast for his dramatic calls to action against the influence of the Feywild on this great city.

You can find information on Turph Musheen in *Dramatis Personae* (IW 11).

ACTIVITIES

Business Administration. The Union of Small Business Owners will help you set up your small business. If you present a business license to the Union, for a fee of 100 gp plus a 20% cut of your profits, the Union will file your paperwork, ensure that you are not pushed out of the market by competitors, complete your taxation requirements for you, and staff your storefront with experienced customer-facing workers. In other words: "You do what you do best, and leave it to us to fix up the rest." Refer to the Small Business section (IW 24).

Work. The Union has need of customer-facing retail workers. A character with proficiency in Persuasion can work odd jobs for various shops around the city, earning 10 gp plus additional gp equal to one quarter the result of a Charisma (Persuasion) check, rounded down.

DOWNTIME ACTIVITIES

CAROUSING

Spending quality time with good company and good drinks is easy enough in Endercoast, a city known for its lively celebrations. Carousing has the potential benefit of making useful contacts and learning city gossip and news, but can often result in messy situations without proper care.

Almost every night of the week there is some interesting event on at one of the main haunts of the city. Most carousers recommend the Nine Layers (IW, building G) on the South Wharf, which usually attracts a lower-class crowd, or Shiner's (IW, building K) in the Turtle District, which attracts a young wealthy elite and is usually invitation-only.

NINE LAYERS CAROUSING

Spending a week carousing at the Nine Layers costs 71 (1d100 + 1d20 + 10) gp. A carouser makes a Charisma (Persuasion) check using the following carousing table.

THE NINE LAYERS

Used to keep my shop open til the wee hours of the night. On Sundays, the Nine Layers would cough out a few model citizens who'd stumble around my weapon rack for a half hour at a time. My policy was "you break it you buy it" but someone's old man caught wind and took me to court for damages. I didn't show up. It went fine.

NINE LAYERS CAROUSING

Result Outcome

1-9	The carouser makes a hostile contact: an outlaw (NPC 225). This contact bears a grudge against the carouser and organises a meaningful disruption to the carouser's plans.
10-14	The carouser learns of some city gossip. Roll on the city gossip table (IW 25).
15-19	The carouser learns of some city gossip (IW 25) and gains a friendly contact: a commoner (MM 344) who can assist with the carouser's plans in a small way.
20+	The carouser learns of some city gossip (IW 25) and gains a friendly contact: a member of one of the four key Endercoast factions: a noble (MM 348) for the government, a mercenary (NPC 223) for the guard, a cultist of the archfey (NPC 208) for the Sentinels of Equity, or a thug for the Union of Small Business Owners.

There is always a risk involved with carousing. The Nine Layers can be an especially dangerous place after dark, and it's infamous for its criminal activity.

After spending a week carousing at the Nine Layers, roll a d10. On a result of 7 or lower, roll for a complication.

NINE LAYERS COMPLICATIONS

d8 Complication

- 1 A pickpocket lifts 1d10 x 10 gp from you, and replaces it with a soul coin, used as currency by followers of devils in the Nine Hells. The coin is cursed -- you can only get rid of it by stealing from someone unsuspecting of your intentions.
- 2 A scrap in the bar leaves you with a horrific scar.
- 3 You drunkenly signed a contract to fund an orphanage. It's written. No backing out now.
- 4 Everyone calls you "Hornsnapper" or another strange nickname for reasons you can't remember.
- 5 When you check a mirror the next morning, you find that not a single scrap of clothing you are wearing is actually yours.
- 6 A grotesquely ugly tiefling has taken a romantic interest in you and follows you around all day.
- 7 You spent an additional 71 (1d100 + 1d20 + 10) gp in a vain attempt to impress people.
- 8 You wake up in an unfamiliar apartment. Your most bitter rival is frying pigeon eggs in the kitchen.

SHINER'S CAROUSING

Spending a week carousing at Shiner's costs 710 (10d100 + 10d20 + 100) gp and requires either the Noble background or a direct invitation. A carouser makes a Charisma (Persuasion) check using the following carousing table.

SHINER'S CAROUSING

Result Outcome

1-5	The carouser makes a hostile contact: a noble (MM 348). This contact bears a grudge against the carouser and organises a meaningful disruption to the carouser's plans, with a high degree of capability.
6-14	The carouser learns of some city gossip (IW 25). Other carousers express their opinions on the news, giving the carouser advantage on Wisdom (Insight) checks to evaluate its veracity.
15-19	The carouser learns of some city gossip (IW 25) and has advantage on Wisdom (Insight) checks to evaluate its veracity. The carouser also gains a friendly contact: a noble who can assist with the carouser's plans in a significant way.
20+	The carouser learns of some city gossip (IW 25), has advantage on Wisdom (Insight) checks to evaluate its veracity, and gains a friendly contact: a high-ranking member of one of the four key Endercoast factions: an inquisitor (NPC 138) for the government, one of Lasick's chiefs (IW 9) for the guard, a trickery priest (NPC 62) for the Sentinels of Equity, or a noble (MM 348) on the board of the Union of Small Business Owners.

There is always a risk involved with carousing. While Shiner's doesn't have a reputation as unfortunate as the Nine Layers, it can still be a hotspot for criminal activity, though the sort of criminal activity is more high-brow, or in other words, less enforced. Those who are rich enough to afford it can just pay a bribe to the government and move on with their day. If you have to ask how much to pay for a bribe, you are not rich enough to afford it.

After spending a week carousing at Shiner's, roll a d10. On a result of 3 or lower, roll for a complication.

SHINER'S COMPLICATIONS

d6 Complication

- 1 You're deafened for a week. Shouldn't have stood so close to the bards.
- 2 You don't know how your hair turned bright purple, but you think it kind of looks good on you.
- 3 You solemnly swore to complete a quest for one of the four factions of Endercoast. The only problem is, you can't remember which one.
- 4 You have become the target of an embarrassing rumour. Something about "two left feet". You're not sure whether it's figurative or literal.
- 5 You feel in your gut that you have committed a deeply illegal act, but when you ask around, everyone assures you that "it's dealt with".
- 6 You wake up in an unfamiliar mansion. Your most bitter rival is frying quail eggs in the kitchen.

CRAFTING

The Feywild provides ample opportunity for craftworkers to ply their trade and experiment with new combinations, and Matthew's Shop (IW 32) provides generic crafting supplies for sale of all types.

As long as a character has sufficient supplies and is proficient with the relevant tools, crafting an item takes 1 week of downtime (rounded up) per 50 gp of the base price of the item. Multiple items can be created in one week of downtime if their total cost is less than 50 gp, and a single item can be constructed over the course of several consecutive weeks of downtime if its cost is higher than 50 gp.

Items created in this way can be sold to the general public for one half their base price (rounded down) to supplement a small business operated by the party (IW 40), or to Matthew's Shop, as he is always in need of more goods to stock his shelves with.

CRIME

The following crimes can be committed by the party.

After committing a crime, one perpetrator of the crime must roll a Dexterity or Intelligence (Sleight of Hand or Thieves' Tools) check to represent their ability to erase evidence. Refer to the crime discovery table on the next page for the outcomes, based on meeting certain Difficulty Classes of this check.

SHINER'S

Wouldn't know what to do with an invitation if I had one.

CRIME DISCOVERY CHECK

DC	Outcome
Failure	The crime is solved and the perpetrator is apprehended. The perpetrator receives the "Risk" result for their crime.
5	The crime is unsolved. The perpetrator receives the "Reward" result for their crime.
20	The crime is pinned on the wrong perpetrator. The perpetrator receives the "Reward" result for their crime, and the DC for these outcomes isn't increased by 1.

For each successive crime committed by the party, the DC for these outcomes increases by 1. The DC is shared by the entire party, and any increases are permanent. Small crimes, e.g. gambling and pickpocketing, do not increase the DC in this way, and scoring above 20 on the crime discovery check also prevents this increase. If a player abuses the system, you can choose to increase the DC without having to explain why.

BURGLARY

Reward. The burglar makes a Dexterity (Stealth or Thieves' Tools) check. The burglar receives 50 (1d20 + 40) gp plus gp equal to the result of their check.

Risk. 300 gp fine and 8 weeks in jail.

ENCHANTMENT

Reward. Enchantment magic allows for the party to influence others in social situations. It is forbidden in Endercoast.

Risk. 8 weeks in jail. If the recipient knows they were influenced by magic, the crime discovery check is made with disadvantage.

GAMBLING

Reward. After a night of gambling, roll 1d10. On an even result, the gambler gains that amount in gp. On an odd result, the gambler loses that amount in gp.

Risk. 150 gp fine. Gambling does not increase the DC for the crime discovery check.

MURDER

Reward. Some people just need to be removed from the equation.

Risk. 52 weeks in jail.

NECROMANCY

Reward. Necromancy magic allows for the party to control life and death. Any necromancy spell on the wizard spell list is forbidden.

Risk. Execution.

PICKPOCKETING

Reward. 1d6 gp plus 1d20 sp.

Risk. 50 gp fine and 4 weeks in jail. Pickpocketing does not increase the DC for the crime discovery check.

OTHER

Reward. The party can spend a week of downtime committing generic criminal activity, earning 50 (1d20 + 40) gp plus gp equal to the result of a Dexterity (Stealth or Thieves' Tools) check.

Risk. A generic crime has a fine of 300 gp and may result in 8 weeks in jail.

GIGS

SKILLED WORK

Possible job opportunities are available for characters with the following proficiencies.

Acrobatics. The Church of Her Inimitable Joyousness (IW 13)

Athletics. The Prince (IW 17)

Investigation. Guardhouse (IW 14)

Nature. Matthew's Shop (IW 16), Sylvan Gardens (IW 19)

Performance. The Church of Her Inimitable Joyousness (IW 13), Nine Layers (IW 16), The Prince (IW 17), Shiner's (IW 19)

Persuasion. The Union of Small Business Owners (IW 20)

Religion. The Sentinels of Equity Headquarters (IW 18), Sylvan Gardens (IW 19)

Survival. Matthew's Shop (IW 16), Sylvan Gardens (IW 19)

Characters can also find generic gigs for any other proficiencies they might have (including tool proficiencies), earning 10 gp per week.

If a character thinks that a skill or a tool they have makes them suited to one of the work opportunities in a location listed above, they can do that job if they can convince you they're well suited to it.

UNSKILLED WORK

A character can spend a week performing unskilled labour for 6 (1d4 + 4) gp.

DUNGEONEERING

Matthew's Shop (IW 32) and Thinkiad's Magic Atrocities (IW 36) provide an opportunity for adventurers to cave-dive to acquire magic items and receive discounts or rewards.

SIDEQUESTS

Horizon's Edge Eatery (IW 31) and Shiner's (IW 34) offer two rewarding sidequests for the party. Sidequests for factions can be found using the page references below.

GOVERNMENT

- The Marketplace of Ideas (IW 154)
- I am Not a Crook (IW 154)
- Bad Enough to Save the Mayor (IW 155)

ENDERCOAST GUARD

- Establish Credibility (IW 156)
- Intercept Suppliers (IW 157)
- Expose Corruption (IW 158)

SENTINELS OF EQUITY

- All Shall Be Made Equal (IW 158)
- No Leniency for Sinners (IW 159)
- Choose Carefully Your Allies (IW 159)

UNION OF SMALL BUSINESS OWNERS

- Act 1: Identify a Target Market (IW 160)
- Act 2: Find a Unique Selling Point (IW 160)
- Act 3: Profit (IW 161)

OPERATING A SMALL BUSINESS

The party can earn money by collectively running a small business together in Endercoast. The Union handles all of the administration costs for the party, and the party takes the following steps to putting their business together.

1: DECIDE ON A BUSINESS

The party identifies a product or service they wish to sell based on their collective strengths and abilities as a group, or based on gaps they see in the types of goods and services available in Endercoast.

2: PAY BUSINESS COSTS

The major costs of starting a business are 100 gp to bribe the mayor for a business license, 100 gp for the Union's support (small businesses very rarely survive without it; refer to IW 20), Union cut, and property prices. A business has two options for property:

Buy. A small storefront in Endercoast goes for 4,000 gp, including any bribes to the mayor and other incidental expenses.

Rent. Renting a storefront costs 40 gp per week.

3: CALCULATE REVENUE

A small business earns revenue based on how long it has been operating and based on the success of business-related ability checks. The party elects one character to hold responsibility over the success of the business, and this character is the one who makes the checks. As everyone helps out, these checks are made with advantage.

A business-related check (BRC) is a type of check of the party's choosing related to the operations of their business. For example, a private investigation business might use an Intelligence (Investigation) check.

SMALL BUSINESS REVENUE

Length of Operations	Weekly Earnings
1-12 weeks	110 (100 + 3d6) gp plus BRC
13-52 weeks	146 (125 + 6d6) gp plus 2 x BRC
52+ weeks	181 (150 + 9d6) gp plus 3 x BRC

A character can supplement their small business' revenue with crafting (IW 38).

4: CALCULATE COSTS

Each week, a business costs 80 (70 + 1d20) gp to operate. Add 40 gp to that cost if the party is renting their storefront.

5: CALCULATE PROFIT

Profit is costs subtracted from revenue.

The party can use their small business to launder (legitimise) any money they receive from criminal activities by over-reporting their profit. With a successful DC 10 Charisma or Intelligence (Deception) check, investigations into the source of the party's funds cease. The penalty for laundering money is 26 weeks in jail.

6: SPLIT PROFITS

Other organisations will likely take a cut of the profit.

Insurance. The party can opt to insure their business, paying 10% of the profit to an insurance company (owned and operated by the Union, of course). An insured business does not lose money if costs exceed revenue, and if the business is rendered permanently incapable of operating due to external forces, the party is paid out 3,000 gp total. A successful DC 20 Charisma or Intelligence (Deception) check allows a party to conduct an insurance scam; on a failure, they are jailed for 52 weeks.

Union Cut. 20% of profit. If no profit is made, the party pays nothing.

Once all the cuts have been divvied out, the party splits the remaining profit (or cost, if no profit is made) equally between them.

RELAXATION

A character can spend a week relaxing in Endercoast. While relaxing, they can visit tourist locations like the Endercoast Officially Sanctioned Tourist Hotel and Museum (IW 30), the Petrified Dragon Turtle (IW 33), and the Sylvan Gardens (IW 35).

After relaxing for a week, a character gains advantage on saving throws to recover from long-term diseases and poisons.

RESEARCH

Characters can spend a week researching at the Council Hall (IW 29) or at the Endercoast Officially Sanctioned Tourist Hotel and Museum (IW 30).

CITYWIDE FEATURES

THE SALTINE HERALD

The Saltine Herald is run by **Rita Barnacky**, a human **courtier** (NPC 207). She writes the headlines for her newspaper. She is known for a strong conservative bias and for her journalistic integrity, although the latter is usually said with sarcastic air quotes. There aren't any major competitors to her newspaper, especially not after it was backed by the Union of Small Business Owners.

If a character purchases The Saltine Herald for 5 sp, roll for the newspaper headline on the chart on the next page.

SALTINE HERALD HEADLINES

d8 **Headline**

- 1 TERRIBLE WEATHER TRIGGERS WIDESPREAD ALLERGIES: MAYOR YET AGAIN DOES NOTHING TO SOLVE THE WEATHER
- 2 COMMISSIONER CLAIMS GAMBLERS ARE 'COWARDS, LOSERS': HERE'S WHY HE'S RIGHT
- 3 SENTINELS OF EQUITY SHOW US OUR DIVINITY IN TOUGH TIMES
- 4 SPEND, SPEND, SPEND: THE ECONOMY MUST NOT FAIL (TURPH MUSHEEN EXCLUSIVE INTERVIEW!)
- 5 EDITORIAL: THE DUTY OF A CITIZEN IS TO CARRY ON AS THOUGH WE WERE NOT IN THE FEYWILD
- 6 LLIIRA CIRCUS AND ELF GROVE POLLUTE THE PUBLIC CONSCIOUSNESS
- 7 HOW TO POISON PLANTS GROWING ON YOUR PROPERTY
- 8 MAYOR RECKLESSLY WELCOMES FEY INTO ENDERCOAST, AND IN UNRELATED NEWS, SHOULD YOU BE WORRIED ABOUT A PIXIE TURNING YOU INTO A GOBLIN? THE ANSWER IS YES.

None of the articles provide any substantially greater context than the headline alone. It's hard to overstate how terrible of a newspaper this is.

CITY GOSSIP

A successful DC 10 Wisdom (Insight) check allows a character to get a feel for the talk of the town. Roll on the following table for city gossip. Some are true and some are baseless conjecture; you can decide for yourself or roll a d6: a result of 5 or 6 means it has an element of truth.

CITY GOSSIP

d20 **Gossip**

- 1 Someone's going to try to unpetrify the petrified dragon turtle. Heard it was either the union or the sentinels. Don't know what they'd need it for, but I'm just glad I don't live in the North Ward.
- 2 Everyone in the circus is a Lliira worshipper. Heard Lliira's involved with some Feywild stuff. That's why we're over here, I reckon. Some archfey got rejected and is taking it out on us. Get rid of the circus and we'll be back home for supper.
- 3 Toss Mayor Attercat a platinum coin and he'll be eating out of your hand. He can get you dinner reservations anywhere in the city. Wish tossing him a coin would get the bridges fixed.

CITY GOSSIP (CONT'D)

d20 **Gossip**

- 4 Mayor Attercat's gotta be a warlock. Sold his soul to an archfey and took the whole city with him. How else does he keep getting elected if we all know he's corrupt?
- 5 Commissioner Lasick used to work in infrastructure. Did you know he bought his degree? It's fake. He's a fraud!
- 6 The head chef of the Horizon's Edge Eatery is a warlock of the archfey. I just know it. He's in deep.
- 7 Matthew -- you know, of Matthew's Shop -- he married a salamander! Like the big red flaming kind. Straight up married her. Reckon she left him for a fire giant.
- 8 One of those sentinel loons -- the elf lady who's always speaking for them, Hermes Gland or something -- she got kicked out of The Prince for throwing a temper tantrum.
- 9 Sentinels have been going door to door recruiting anyone who listens to them. Targeting people who've lost their connection to their god. They've probably doubled in size since last month.
- 10 Some rich bitch ran bawling out of a room above the museum. You reckon she might've left some stuff behind? Make-up, money, maybe even an invitation to Shiner's.
- 11 Those knife-ears in the gardens brought us all here to the Feywild cause they want Endercoast to return to nature. We can't let them get away with it. Let's tear down the gardens and start building up houses.
- 12 The dragonborn with the magic shop -- what is she, silver, white? Silver -- she murdered all her competitors. That's why she's the only magic dealer in town.
- 13 Heard Matthew's Shop and Thinkiad's Magic Atrocities are competing to see who can dig the most magic items out of the caves. Maybe that's why we're in the Feywild -- we're just chips in a bet between the two of them.
- 14 Turph Musheen's got a plan to get us back to the Material Plane. I'm all for it, whatever he's cooked up. At this point I'd vote for him as mayor.
- 15 That blacksmith who runs the adventuring shop, he can't leave his forge. He's been cursed by a hag.
- 16 You really wanna impress a date? Take 'em to the seafood joint in the South Wharf. Heard they kill the lobster in front of you to show you it's really fresh.
- 17 The vultures that circle above Endercoast are just waiting for the whole city to die. If they wait long enough, it'll happen for sure.

CITY GOSSIP (CONT'D)

d20 Gossip

- 18 You ever notice how there are so many clowns wandering around? I thought they were from the circus, but they don't actually do clowns in their show. Creeps me out.
- 19 These weird plants keep sprouting in my yard. Only thing that gets rid of them is straight-up poison, and even then, not for long.
- 20 The rain that keeps flooding the streets isn't natural. Something is causing it. Something dark and terrible and ancient.

CITY MOOD

Each day, roll on the mood table to determine the attitude of the general populace with their circumstances.

MOOD

d20 Mood

- 1 **Riotous.** The general population boils over with frustration from being locked away in the Feywild. In a show of violent protest, a small group of rioters burns down buildings, smashes windows, loots storefronts, and brawls with guards.
- 2-14 **Discontented.** The general population goes about their lives in a grumbling but accepting mood.
- 15-17 **Nostalgic.** Throughout the night, songs of the old world can be heard sung from apartment balconies. Bonfires roar, revellers tell stories of the families and friends they've left behind, and pubs run until dawn.
- 18-19 **Hopeful.** Rumours spread of a chance to return to the Material Plane. The city comes alive with excitement. People smile on the street. They give gifts to strangers. They dance and twirl with relief.
- 20 **Silent.** The city is draped in magical silence at twilight. Only voices are affected. This isn't an uncommon occurrence in the Feywild, and for once the sounds of nature surrounding the city take precedence. People gather at the edges to listen to the music of the forest. They drink, they revel, and when dawn arrives, the silence lifts, and so do spirits. Sometimes it's easiest to connect to one another without words.

CITY WEATHER

Each day, roll on the weather table to determine the weather. The Feywild is no place for half-measures: the weather makes itself known. Get used to it.

Summers in the Feywild are humid every single day, and winters in the Feywild are cold every single day. Each season lasts for 14 weeks, longer than in the Material Plane.

WEATHER

d20 Weather

- 1 **Cold.** Anyone further than 5 ft. from a source of heat or another person takes 1d4 cold damage per round. Everyone huddles together in clumps and the streets grow empty. There is no snow, only cold.
- 2-7 **Rainy.** Torrential downpours fill the city. The streets flood with waist-high water. Sewage is backed up. People retreat to the upper floors of their homes. Anyone shorter than 3'6" risks drowning in the streets. The streets are difficult terrain for anyone without a swim speed, unless they move in the direction of the current.
- 8-17 **Mild.** The weather is pleasant, though the air is choked with pollen and other particulates. A failed DC 3 Constitution saving throw at the beginning of the day gives a humanoid the poisoned condition until twilight as they choke and sneeze uncontrollably. Mayor Attercat always fails his check, even with such a low DC.
- 18-20 **Humid.** The hot, stuffy air shortens the amount of time it's comfortable to spend outside. The cityfolk wear only necessities and guzzle down gallons of water. Humanoids who spend more than an hour at a time outside must succeed on a DC 10 Constitution saving throw or incur a level of exhaustion.

FEYWILD INFLUENCE

The Feywild seeps into Endercoast deeper and deeper for every day it remains in the realm. You can express the influence of the Feywild using options from the table on the next page (IW 43).

You can choose to have ongoing effects start at dawn and end at twilight, or you can make them permanent.

HOLIDAYS

Endercoast celebrates the following eight holidays, most of them uncreatively named after the days they fall upon. Endercoast uses a modified version of the calendar of Harptos with the new year transitioning over in the autumn instead of the winter.

FEYWILD INFLUENCE

d12 Feywild Influence

- 1 Goblins appear more frequently in back alleys, threatening good people with sharp sticks and scrap metal. People say they were once humans before those pixies got to 'em.
- 2 Brightly-glowing fire beetles skitter through the streets and along walls. It's strangely beautiful in the night-time.
- 3 Snowflakes fall down on a cold day, but on closer inspection, every snowflake is a pixie wearing an elaborate dress of goose feather.
- 4 All fires are green and all water is red. All earth churns like magma, all wind is cold.
- 5 When someone intentionally tells a lie, their nose grows a half inch.
- 6 The day is exactly the same as the day before. Everyone in the city rolls 1d100 and only remembers that the day has repeated on a result of 100.
- 7 All weapons become magical and glow in the presence of those who have intent to do their wielder harm. Everyone starts carrying a knife around with them at all times.
- 8 The sky shimmers with hypnotic patterns that threaten to leave an onlooker enraptured for hours on end. After the first few days like this, everyone gets used to staring at the ground while they walk.
- 9 Coins etched with the face of Cirrus the Jester somehow make their way into circulation. Shopkeepers reject them initially, but the sheer number of coins mixed in with the rest means that they become adopted as unofficial currency worth the same as an electrum piece.
- 10 Many commoners become enthralled by Lord Cals and secretly become **cultists of the archfey** (NPC 208).
- 11 The city looks as though it becomes mirrored; east is west and west is east. All signs are backwards. Staring at a mirror for one hour reverts this effect for an individual, but there is something waiting in the mirror for a select few. Something strange.
- 12 Dawn begins suddenly at midnight, lasts until midday, and then suddenly switches to twilight, which lasts until midnight.

WINTER

WINTER SOLSTICE (WEEK 4)

Things will only get better from here. Celebrants throw flaming torches from their windows which would traditionally melt the snow in the streets. Here in the Feywild without the snow, it's a bit of a fire hazard, but volunteer Union spellcasters patrol the streets to put out any fires.

During this holiday, the party can join the festivities by throwing light and fire into the streets. It's one of the rare opportunities where evocative magical expression is encouraged.

MIDWINTER (WEEK 6)

Friends and family exchange exotic gifts. It's been of particular contention whether items obtained outside of city limits in the Feywild should be so freely traded, but contention hasn't stopped anyone from doing it.

During this holiday, characters should acquire gifts for each other member of the party.

SPRING

GREENGRASS (WEEK 3)

This is a farmer's holiday where the citizens of Endercoast head out into the farming fields to sow the seeds for the farmers while the farmers relax. The fields did not come to the Feywild with the rest of the city. Instead, it's now just an opportunity for people to stretch their legs and have a picnic outside the walls. Many fey creatures join in with this celebration.

For this holiday, the party must plan and prepare a picnic for themselves featuring their favourite foods.

HOMEWARD (WEEK 9)

A new holiday for the city, Homeward marks the anniversary of the day that Endercoast was transported to the Feywild. Celebrants are encouraged to swap stories of what life was like back home, and to think about what they might do when they finally get back. It is a time for reflection on the past and planning for the future, a recognition that the present is a threshold that we all must pass through together.

The first mission, The Shimmer (IW 101), takes place on the week that will become this holiday. The campaign will also end during this holiday. If the players go through this holiday without ending the campaign, they are encouraged to make future plans for their character and share their plans with the rest of the party.

SUMMER

MIDSUMMER (WEEK 6)

The holiday of Midsummer traditionally stands in for the founding of the city of Endercoast, even though the exact days don't match. It's a much more ceremonial affair than other holidays, with the mayor delivering a long, boring speech in the blistering heat to a crowd of disinterested citizens.

This holiday presents an opportunity for the party to wander Endercoast unopposed by guards, thieves, or random passersby. It's a good time for a heist.

SUMMER SOLSTICE (WEEK 8)

The hottest, longest day of the year. It's a day reserved for sports, play, dancing, drinking, and loving. It's seen as impolite to head home before dark.

During this holiday, the characters can perform the activities on the next page (IW 44).

Sports. A DC 14 Strength (Athletics) check scores a win for the character's team. The player narrates the type of sport, the result, and one dramatic moment from play.

Dancing. A DC 14 Dexterity (Acrobatics) check provides a win for a character in an impromptu dance-off, earning the character street cred.

Drinking. A DC 14 Constitution check allows a character to avoid passing out from drinking. After a success, until they complete a short or long rest, when they roll with disadvantage, they can choose either die.

Gambling. A DC 14 Wisdom check is needed to recognise that gambling is a bad idea. Otherwise, each gambler antes up 2 gp into a pot and rolls a d6 until they choose to stop. If the sum of their dice ever exceeds 14, they are eliminated. Of the gamblers who remain, the gambler with the highest number of dice rolled wins the pot (even if their sum is lower). Once per game, a gambler can attempt to cheat with a DC 14 Dexterity (Sleight of Hand) check. On a success, they reroll one d6. On a failure, they are eliminated and are banned from the game.

Debating. A DC 14 Charisma (Persuasion) check grants a character a victory in a debate. The player chooses the topic and how they have convinced the crowd to accept their point of view.

Loving. Each character in the party is encouraged to express what they love about each other member of the party.

AUTUMN

HIGHHARVESTIDE (WEEK 2)

An opportunity to spend time with close family and to give thanks for everything that is still available to people of the city even in exceptional circumstances.

Each member of the party expresses something that they are thankful for so far in their journeys through the Feywild.

NEW YEARS' FEAST (WEEK 13)

The new year is upon Endercoast and with it renewed hope for a better future. Maybe next year will be the year that the city is finally returned home. We can only hope. Most establishments run until the early hours of the morning as celebrants stay up all night to welcome in a new tomorrow.

Characters who celebrate this holiday can engage in the same activities available in the Summer Solstice. They are also encouraged to make New Years' Resolutions.

UNFULFILLED NEEDS

If the party is unable to fulfill the short-term needs of the city, there will be consequences. Use the following guides to roleplay the effect of these unfulfilled needs on the city.

Food. People go hungry. The most desperate venture out further and further past the Shimmer in the hopes of finding food in the Feywild. Many people do not return, perhaps even an ally of the party.

Water. People go thirsty. The government digs down beneath the sewers in the hopes of finding water, but what little they find just makes people sick, perhaps even an ally of the party.

Shelter. A huge homeless population congregates outside the city gates. If left unchecked, an archfey will recruit them, strengthening the archfey's court considerably.

Community. Nobody trusts one another. Any fey characters (or anyone openly displaying traces of the Feywild) may be attacked on sight by random commoners if this need goes unfulfilled long enough.

Safety. Endercoast is attacked by a big, dangerous monster (IW 187).

MARKET GOODS

Fulfilling the needs of Endercoast allows the city's famous markets to reopen. The markets are sprawled out through the streets and decorated with beautiful red paper lanterns strung up between rooftops. Characters can purchase the following exotic items from the sparkling night markets in the East District.

Item	Cost	Item	Cost
A diamond-encrusted gold ring	1,400 gp	Way more purple chalk than you could ever hope to use	1 cp
A smutty romance novel: "The Wizard's Staff" by Macy Blush	5 sp	A necklace with holsters for ten tiny candles	200 gp
A letter opener made of silver, way too long and sharp for its purpose	22 gp	A jar of pickled eggs labelled "Never Open"	1 sp
A long scarf dyed a galactic colour you can't quite recognise	6 sp	Earrings of the moon. The left ear is a crescent. The right ear is full.	450 gp
A scented 2-hour candle that smells of petrichor (sweet grass after rainfall)	1 gp	A crowbar so practical it leaves you speechless	3 gp
A master's cittern carved of mahogany	1,000 gp	A vial with a smiling skull labelled "antivenom"	20 gp
Loud, confident, high-heeled red boots	120 gp	A steel drum with shoulder straps to wear into battle	5 gp

For each item, roll 1d6. On a 1-2, it was acquired in the Feywild. For each item of this sort kept on one's person, the DC for the check to return to Endercoast is raised by 1.

Purchasing all of these items grants the party the following feature.

Shopaholics. When initiative is rolled, the party can collectively agree to give up any number of items they own with a combined value equal to 100 gp or more, as long as no creature in the encounter is above CR 14. If they do so, the battle immediately ends, the gifts are distributed, and all creatures involved become friendly to the party.

THE FEYWILD



Outside of the walls of Endercoast, the Feywild obeys few of the rules of man. The seasons are different, the weather is different, and all the regimented laws of gold pieces and tracking of weeks fall away. The Feywild is a timeless, forgotten place: the past, present, and future mix, and the old ways roll over to neverending change. Man still hangs on to the ways of the old world. The Feywild does as it pleases.

Having tasted the pull of the world of man, the party cannot take long rests in the Feywild. To take a long rest, they must return to Endercoast and spend their downtime there.

Put no thought into maps. Put no thought into directions. They will not serve you here.



FEYWILD REFERENCE

SEASON

The season changes randomly every 42 (4d20) days, or whenever you feel like a change of pace.

d4	Season	Mood	Weather
1	Spring	Cheerfulness and Celebration	Any Weather
2	Summer	Boldness and Aggression	Always Humid
3	Autumn	Peace and Goodwill	Any Weather
4	Winter	Contemplation and Sorrow	Always Cold

WEATHER

d20 Weather

1	Cold. Anyone further than 5 ft. from a source of heat or another creature takes 1d4 cold damage per round. Creatures of the forest huddle together in clumps for warmth. There is no snow, only cold.
2-7	Rainy. Torrential downpours flood the forests. Beasts retreat to the tops of trees. Anyone shorter than 3'0" risks drowning in the muddy embankments. The forest is difficult terrain for anyone without a swim speed, unless they move in the direction of the current.
8-17	Mild. The weather is pleasant, though the air is choked with pollen and other particulates. A humanoid's failed DC 3 Constitution saving throw at the beginning of the day gives them the poisoned condition until twilight as they choke and sneeze uncontrollably.
18-20	Humid. The hot, stuffy air shortens the amount of time it's comfortable to spend in the open air. Humanoids who spend an hour outside must succeed on a DC 10 Constitution saving throw or incur a level of exhaustion.

LONG RESTS

Party members can't take long rests in the Feywild.

WHAT ARE THE FEY?

See the Nature of the Fey (IW 56) for an explanation that does not really answer the question in any meaningful sense.

FEY PRANKS

Fey creatures like to prank characters. See the Fey Pranks table (IW 55) for examples of such pranks.

ARCHFEY AND COURTS

- Lord Cals (IW 12) of the Litter and the Peat (IW 107)
- Cirrus the Jester (IW 12) of the Court of Jest (IW 117)
- Dailili (IW 12), the Tree of Infinity (IW 125)
- Tettlebug Moonflower (IW 12), Princess of Dewdrops (IW 131)

CUSTOM ARCHFEY

Refer to the Create an Archfey section for instructions on how to construct a custom archfey (IW 48).

RANDOM ENCOUNTERS

You can find random encounter tables in Part 4 (IW 173).

TRAVEL

See the travel section for travel rules (IW 52) and the general features section for descriptions of what it's like to travel here (IW 53).

QUESTS

- The Litter and the Peat (IW 107)
- The Court of Jest (IW 117)
- The Tree of Infinity (IW 125)
- Dewdrops (IW 131)
- Generic Fey Court (IW 138)
- Spirited Away (IW 142)
- The Boy Who Went Forth to Learn What Fear Was (IW 147)

MAP

What would make you think the Feywild would have a map, or that such a map would be useful?

MAPS OF THE FEYWILD

Put all thoughts of maps aside. They'll only lead you astray. It's a hell of a cliché these days, but you gotta just trust your gut.

MAGICAL EFFECTS

Ongoing effects last from dawn until twilight.

d20 Magical Effects

- 1 Creatures are invisible.
Humanoid and fey creatures can cast *polymorph* on themselves at will. They retain their mental ability scores and hit points.
- 2 Creatures outwardly appear to be at the end of their species' lifespan.
- 3 Creatures shrink by one size category.
- 4 Creatures grow by one size category.
- 5 At twilight, every creature rolls on the Wild Magic Surge table simultaneously (PHB 104).
- 6 Creatures emit faint, ethereal music that can be heard clearly up to 10 feet away.
- 7 Humanoid and fey creatures can cast *levitate* on themselves at will.
- 8 At twilight, creatures killed since dawn return to life as per the spell *reincarnate*.
- 9 Creatures are resistant to nonmagical bludgeoning, piercing, and slashing damage.
- 10 Creatures have advantage on saving throws against spells and other magical effects.
Humanoid and fey creatures can use a bonus action to shift between the Feywild and the Ethereal plane.
- 11 Creatures with an alignment have their alignment shifted one space towards chaos. For example, a lawful neutral character becomes neutral.
- 12 All plants become thick and overgrown. A creature moving through the Feywild must spend 4 feet of movement for every 1 foot it moves.
- 13 At dawn, humanoid and fey creatures are teleported to a random location within 1 mile of their original location. At twilight, it happens again.
- 14 Creatures gain 1 point of exhaustion at dawn. They gain another point of exhaustion at twilight if they haven't taken at least 6 short rests.
- 15 Roll on the Random Urban Encounters table (DMG 114). Each creature in that encounter is transported from the Material Plane to the Feywild at twilight.
- 16 The Feywild is blanketed in sinister black fog, heavily obscuring everything further than 10 feet away.
- 17 A wild magic surge is triggered every time a creature casts a spell or scores a critical hit. Refer to the Wild Magic Surge table (PHB 104).
- 18 Roll two more times on this table.

ENTERING AND EXITING

See the Feywild Travel section (IW 52).

To leave Endercoast and enter the woods, choose up to three of the following requirements. Don't tell your party which ones they need to fulfill.

Humility. You must show deference to someone you believe to be beneath you.

Humour. You must make someone laugh.

Invitation. You must be invited by the Feywild itself. You'll know it when you see it.

Sacrifice. Something dear to you must be given up.

Serendipity. You must be guided only by chance.

Threshold. You must pass through a door, gate, life event, or abstract idea that you have never passed through before.

Truth. You must speak openly, without inhibitions, and with intent to speak truth. Leave cynicism behind.

To return to Endercoast, the party must engage in ritualistic city behaviour, then make a DC 10 Charisma saving throw. The DC is increased by 1 for performing the following actions, or by 5 for each activity if the fey creature is an archfey.

- Ate food prepared by a fey creature.
- Danced with a fey creature.
- Stole an item from a fey creature.
- Insulted a fey creature.
- Lost a game to a fey creature.

If you fail to leave the Feywild, you become trapped and lost until the rest of the party comes back to the Feywild. You receive a magic item from the Magic Item Table A (DMG 145) as well as a Fey Mark (IW 55). You don't receive the benefits of a long rest unless the DM is really nice.

LOCATIONS

The following information will help your party reach these locations (IW 56), either intentionally or accidentally.

- **Bullywug Swamp (IW 56).** Show deference to frogs.
- **The Court of Jest (IW 57).** Perform backstage for the actors.
- **Dewdrops (IW 57).** Put the needs of the few over the many.
- **Eladrin Village (IW 57).** Allow yourself to feel strong emotions.
- **Faerie Village (IW 58).** Relax for a while. Don't be so stuck up.
- **The Feydark (IW 59).** Dive deep into terror.
- **Fields of Open Air (IW 60).** Release yourself from responsibilities.
- **Hag Hovel (IW 61).** Express a deep, unfulfilled need.
- **The Litter and the Peat (IW 63).** Wait patiently.
- **Satyr Village (IW 63).** Play primal, emotional music.
- **The Sea of Vines (IW 63).** Let go of the past. Embrace the present.
- **Sparkling Grove (IW 64).** Remember moments of safety.
- **The Tree of Infinity (IW 65).** Coalesce into the soil.
- **The Unknown (IW 65).** Get lost, or roll below 10 on Survival.

CREATE AN ARCHFEY

Into Wonderland provides four archfey who rule the immediate area of the Feywild that Endercoast was displaced into. You can swap out one or more of these archfey for one or more you've created yourself with the following steps.

1: CONCEPT

Your archfey should be more than just a person -- they are a force of nature made manifest. Think of powerful emotions, abstract concepts, natural phenomenae, and existential threats to humanity. You can also base them off of recognisable tricksters like the Mad Hatter, Loki, Jack Sparrow, Koh, or Anansi. And if you prefer, you can make them human, in a sense: as flawed and anxiety-ridden as anyone else in such an absurd world.

2: NAME

Come up with your own name or roll on the following chart.

ARCHFEY NAMES

d8 Name

- | | |
|---|--|
| 1 | Marroweater |
| 2 | The Shoemaker, Slayg |
| 3 | Osheann the Blinded Monarch |
| 4 | Pecan Petalbriar of the Pecan Pillbox |
| 5 | Marnivolis the Collapsed |
| 6 | Amaretta, Lady of Wine and Revelry |
| 7 | Sleepy Dean |
| 8 | Weeping Fog in the Cold Winter Morning |

3: APPEARANCE

Describe your archfey's appearance or roll on the following chart.

ARCHFEY APPEARANCES

d4 Appearance

- | | |
|---|--|
| 1 | Takes the form of a ten-foot-tall eladrin elf dressed in the finest robes that match the season. |
| 2 | Takes the form of a massive black centipede that wears the faces of those who have wronged it. |
| 3 | Takes the form, eerily, of whoever looks upon them. |
| 4 | Takes the form of a churning mass of vines, insects, and bloodshot disembodied eyes. |

4: VOICE

Describe your archfey's voice or roll on the following chart.

ARCHFEY VOICES

d4 Voices

- | | |
|---|---------------------|
| 1 | Booming and royal. |
| 2 | Slow and sinister. |
| 3 | Smooth and relaxed. |
| 4 | Cackling and crazy. |

5: PERSONALITY

Describe your archfey's personality or roll on the following chart.

ARCHFEY PERSONALITIES

d4 Personality

- | | |
|---|------------------------------------|
| 1 | Unpredictable, chaotic, mercurial. |
| 2 | Self-satisfied, pompous, amused. |
| 3 | Depressed, anxious, fearful. |
| 4 | Giddy, playful, joyous. |

6: IDEAL

Describe your archfey's ideal or roll on the following chart.

ARCHFEY IDEALS

d4 Ideal

- | | |
|---|--|
| 1 | Music. If music be the food of love, play on. |
| 2 | Thankfulness. We must always be grateful for the things we have, for they will not always be with us. |
| 3 | Spite. All who scorn me shall die. |
| 4 | Loyalty. It is the easiest thing in the world to change one's mind, which is why I simply do not allow such weaknesses in my court. |

7: BOND

Describe a special bond for your archfey or roll on the following chart.

ARCHFEY BONDS

d4 Bond

- 1 I fell in love with a mortal a thousand years ago and would do anything to resurrect them.
- 2 I slew a rival archfey, but now every time I look in a mirror, I see their face instead of mine.
- 3 I hold the last living memories of a race that was tragically wiped out ten thousand years ago.
- 4 For as long as I live, so lives a king in the Material Plane who bargained with me for his immortality.

8: FLAW

Describe your archfey's flaw or roll on the following chart.

ARCHFEY FLAWS

d4 Flaw

- 1 I am narcissistic to the point of delusion.
- 2 I obey a strict code of conduct -- if I break it, I will die.
- 3 Without my minions, I would be powerless. I rely on them to support me.
- 4 A rival's curse means I slumber in all seasons but winter.

9: STATBLOCK

The archfey of this campaign are intended to be able to be defeated, and thus they use a statblock. Choose one of the following statblocks to represent your archfey. Change the creature type to fey if it isn't already. Give it *Magic Resistance* and *Legendary Resistance (3/Day)* if it doesn't have them already (see *Lord Cals* (IW 190) for an example of these traits). Make any other changes you like as you please.

- Ancient Bronze Dragon (MM 107)
- Ancient Green Dragon (MM 93)
- Androsphinx (MM 281)
- Archdruid Coven Leader (NPC 65)
- Archmage (MM 342)
- Beholder (MM 28)
- Coven of Bheur Hags, nature (VGM 160)
- Cirrus (IW 193)
- Dailili (IW 196)
- Dao (MM 143)
- Djinni (MM 144)
- Efreeti (MM 145)
- Elder Tempest (MTF 200)
- Guardian Naga (MM 234)
- Gynosphinx (MM 282)
- Ki-Rin (VGM 163)
- Leviathan (MTF 198)
- Liminal Druid (NPC 71)
- Lord Cals (IW 190)
- Marid (MM 146)
- Morkoth (VGM 178)
- Phoenix (MTF 199)
- Rock Legend (NPC 33)
- Spirit Naga (MM 234)
- Spirit Troll (MTF 244)
- The Swarm (TPN 38)
- Tettlebug Moonflower (IW 198)
- Vampire (MM 297)
- Wild Guardian (NPC 121)
- Zaratan (MTF 201)



10: GOALS

Choose one of the four archfey included in this book and use their list of goals (IW 18-21), or use the generic goal below.

GENERIC GOAL: EXPAND THE COURT

The archfey intends to keep Endercoast in the Feywild for as long as possible. It's not often that new opportunities to amass followers are placed so neatly in one's lap. A hundred thousand potential new warlocks! What a delight.

11: INFLUENCE

Choose one of the four archfey included in this book and use their influence (IW 18-21), or use the generic influence below.

GENERIC INFLUENCE: MAGIC

The archfey achieves their goals primarily through the use of powerful fey magic. They also have a general awareness of when magic is cast in the Feywild and can track their enemies by following trails of magical energy, which they usually send their minions off to do for them.

12: MINIONS

Choose one of the four archfey included in this book and use their minions (IW 18-21), or use the generic minions below.

- **Bards** (VGM 211)
- **Centaurs** (MM 38)
- **Cultists of the Archfey** (NPC 208)
- **Druids** (MM 346)
- **Dryads** (MM 121)
- **Faerie Dragons** (MM 133)
- **Feysworn** (NPC 111)
- **Goblins** (MM 166)
- **Green Hags** (MM 177)
- **Meenlocks** (VGM 170)
- **Nature Priests** (NPC 58)
- **Owlbears** (MM 249)
- **Pixies** (MM 253)
- **Primal Wardens** (NPC 194)
- **Satyrs** (MM 267)
- **Sprites** (MM 283)
- **Swarms of Ravens** (MM 339)
- **Treants** (MM 289)
- **Unicorns** (MM 294)
- **Warlocks of the Archfey** (VGM 219)
- **Witch Doctors** (NPC 232)

13: EVENTS

Choose one of the four archfey included in this book and use their events (IW 18-21), or use the generic events below.

GENERIC EVENTS

d6 Event

- 1 The archfey sends hundreds of **swarms of ravens** (MM 339) to blot out the sun above Endercoast.
- 2 The archfey seduces one of the four faction leaders of Endercoast, turning them to their cause.
- 3 The archfey sends everyone in Endercoast into a magical slumber that lasts until dawn the next day. Only elves and half-elves are unaffected and must awaken the rest of the city before the archfey's minions start dragging people off to the archfey's court to be turned into cultists and warlocks.
- 4 The archfey offers a ceasefire if the party can help them destroy the court of a rival archfey.
- 5 The archfey changes the season of Endercoast to their preference of season for 42 (4d20) days.
- 6 The archfey reveals themselves to have been the true form of a party members' beloved beast companion the whole time.

14: PATRON BONUSES

To represent the bonus (or detriment) of allying with this archfey collectively as a group, choose one of the four archfey included in this book and use their patron bonuses (IW 18-21), or use the generic patron bonuses below. Feel free to mix and match at will. A relationship of 1 grants the party a feature that promotes teamwork, and a relationship of 2 grants the group a magic item, usually an uncommon, rare, or very rare wondrous item.

GENERIC PATRON BONUSES

Relationship	Bonus (or Detriment)
-1 Enemies	Each party member has disadvantage on saving throws against spells due to a curse from the archfey.
0 Ignorants	No effect.
1 Allies	When a party member is within 5 feet of another party member, both party members have advantage on saving throws against spells and magical effects.
2 Family	The party receives the above benefit as well as the following magic item: Robe of Useful Items (DMG 195).



15: DESCRIPTION

Write a short description of your archfey you can present to your players that captures their essence in one or two paragraphs. Be brief but evocative.

16: COURT

Your archfey takes over one of the five fey courts described in this book (IW 107, 117, 125, 131, 138), most likely the generic archfey court. Pick the one that best fits your archfey. Feel free to change cosmetic details as needed.

17: PATRONAGE

If one of your players wishes to become a warlock of your archfey, you can use the Archfey patron from the PHB or one of the four warlock patron options provided in this book (IW 80-83). If your archfey is a patron of a warlock in the party, you can start their patron relationship at 1 instead of 0 for the purpose of acquiring patron bonuses for the whole party.

18: HAVE FUN

Archfey are meant to be fun to play as the DM and fun to interact with as the party. Make sure to play up the most interesting aspects of your patron whenever possible -- melodrama trumps realism.

FEYWILD TRAVEL

If you leave through Endercoast's gates, you'll wander for a while on the hills and beaches of the Sea of Vines before you inevitably find yourself back in town, hardly realizing the moment when the city took you again. And if you find yourself outside of Endercoast, returning home is even harder.

Endercoast may have been transported to the Feywild, but it is not a part of it yet.

ENTERING THE FEYWILD

The best person to ask about how to leave Endercoast is Jilwocky Niftywoop in the Sylvan Gardens (IW 35), a nature priest who has a special connection to the Feywild already due to her stewardship over the Sylvan Gardens in Endercoast.

"Aye, we're guests, unwilling guests but guests nonetheless. Don't be afraid of the wilds out there. They'll put you back in your quaint little city, safe and sound, as sure and as lovingly as one would put to bed the child of your friend. If you won't be having your bedtime, there are ways of getting out. I've been out a few times myself, and it's never the same, as surely as no man wades through the same river twice. Out there, the river may not even be the same by the time he steps out, dry as a beetle. It's not a physical place you cross. Not even close."

To leave Endercoast, choose up to three of the following requirements. Only once these requirements are filled does the party find themselves immersed in the Feywild, Endercoast far behind them. Each party member must individually fulfill the requirements, or the party as a whole remains in Endercoast. You can tell the party about these requirements, but never write them down, and never tell them which ones specifically they need to fulfill.

Humility. You must show deference to someone you believe to be beneath you.

Humour. You must make someone laugh.

Invitation. You must be invited by the Feywild itself. You'll know it when you see it.

Sacrifice. Something dear to you must be given up.

Serendipity. You must be guided only by chance.

Threshold. You must pass through a door, gate, life event, or abstract idea that you have never passed through before.

Truth. You must speak openly, without inhibitions, and with intent to speak truth. Leave cynicism behind.

You alone determine if the party is ready.

If everyone is ready, while describing another location in Endercoast, shift your description to any location in the Feywild of your choice as naturally as you can with as little fanfare as possible. The party slowly regains memories of leaving Endercoast, travelling for a few days through the Feywild, but these memories are hazy, often contradictory. Roll on the Random Magic Item Table A (DMG 145) for a single item that the party has managed to acquire in the last few days of travel, and, if you'd like, give every party member a different memory for how it was acquired.

EXPLORING THE FEYWILD

To get to different key locations in the Feywild, you must walk through the woods and let them guide you on your path. Each location has different emotional truths you must meet to end up there, emotional truths that you must embody in your travels. You, as the DM, have final say where a party ends up.

While travelling, you can roll on the Random Encounter tables (IW 173) or on the Fey Pranks table (IW 55) for events that happen during travel.

A character can travel to each location while deep in the Feywild or even while still in Endercoast. It's possible (and in fact quite likely) to arrive by accident. Pay attention to the emotional truth of each location (IW 47), and if you feel a party member is acting in such a way that they would be granted passage to the location, whisk them away even if they're in the middle of something else.

LEAVING THE FEYWILD

The world of man is a world of meaningless rituals. The party can return to Endercoast by engaging in ritualistic behaviour, mimicking their routines back home. They can recite their schedule, talk about mundane shared phenomenae like the weather, brush their teeth, cook a standard meal, sing anthems of their homeland, check the time, etc.

You think back on all those stews you would cook for yourself each night alone in your apartment, just you and the simmering pot, stirring round and round, over and over. And you realize that you've been stirring it so long that the simmer has turned to a boil. You quickly douse the flames so as not to spill your stew all over the wood floors of your apartment. Silly you, getting distracted. That time you spent in the Feywild must have gotten to you, even all these weeks after you've returned.

Returning to Endercoast requires a successful DC 10 Charisma saving throw. Any party members that succeed in returning home find themselves home about 1d8 weeks later with the benefits of a long rest and vague memories of having returned and carried out their routine at home. Anyone left behind stumbles upon the party the next time they enter the Feywild.

A failed attempt at returning to Endercoast leaves the character lost in the Feywild. Roll on the Fey Marks table (IW 55) for a lasting consequence, a result of the Feywild's influence over them, and have them serendipitously meet back up with the party the next time the party enters the Feywild.

Increase the save DC of the saving throw to return home by 1 for each of the following behaviours they engaged in while travelling through the Feywild. Fey creatures who are members of the party don't count. If the fey creature is an archfey, increase the DC by 5 instead. Most fey understand that engaging with the Feywild in these ways means it's harder to escape, but they probably aren't inclined to say so.

- Ate food prepared by a fey creature.
- Danced with a fey creature.
- Stole an item from a fey creature.
- Insulted a fey creature.
- Lost a game to a fey creature.

GENERAL FEATURES

Work in any of the following descriptions as you see fit.

It's twilight, but even the twilight is darker and colder than any night you've slept through in the comforts of Endercoast. The black gaps in the trees watch you, drooling with hunger. You avert your eyes instinctively, knowing that the longer you stare into the darkness, the deeper it will worm its way through your skin.

Crimson clouds roll overhead, and you are struck with a nameless terror, a terror you are all too familiar with. It's the terror you felt as a child when you realized for the first time that your parents could make mistakes. It's the terror of knowing that there is no longer solid ground beneath your feet. It's the terror of craning your neck up to see the top of a mountain that is bigger than anything you could accomplish in your life, a mountain that will stand for millions and millions of years before it too is ground to dust. It's the terror you will feel one day when your death no longer becomes abstract. You know that you are fragile. You know that the world doesn't care. The clouds pass. The sky clears. And you forget that terror for one more day.

The rocks here are rigid, defined, seemingly shaved away at ninety-degree angles with little slots for what appear to be windows and doors, though you know without even checking that there is only more rock behind them. It reminds you of the regimented city streets of Endercoast. There is no function to it, no purpose. Except ... you get the feeling it might be sarcasm.

You realize you've passed the same apple tree at least half a dozen times in the last hour. Only this time, the tree is noticeably larger. Noticeably older. You don't know how you know, but you know that the further you press on, the older this tree will get.

A landmark rises above the trees. A red needle, scraping the clouds as though scratching a record. You spend an hour approaching it, but you never get any closer. Then, someone coughs, and your next three steps take you soaring past it. Now it follows you instead.

The leaves are the colour of cold feet. The ground weeps for the life they could have had together.

A vine that breathes with the sigh of a mother's love has grown in lazy flat circles, curled over and over in on itself, covering the forest floor with nothing but its devotion. With each step, its love slowly but surely turns to the agony of that love fading away. You know better than to stick around for long.

There is a path that bears your name as a cloak, and another that bears your face as a whisper. They fork, but they are the same.

This field was once a promise to keep a secret. It has flourished with flowers, each one an opportunity for that secret to be told, and each opportunity lost. You know in your heart that whispering a secret here will kill the field, and all will be lost. But then again, it is the way of all secrets to be told. The field is even less natural than you.

Upon four great rocks sit four great ravens, each with a beak whose name you know to be Fey. A word spoken out loud and the ravens will never have been here. They are desperate for you to speak.

A door opens up in the path. Through the door is the room in which you slept as a child. It reeks of sulfur and steak. You know that smell, and you remember, long ago, a door opening to a forest. The thought of going through the door never once enters your mind.

This was once a forest, now a field, now a basin, now a coast. Each new step and your surroundings change, but the surroundings are not the important part. The musical note, the very same one they played at the funeral all those years ago, guides your footsteps, and each step takes you further from death. When the music fades, you relax.

You crest the hill and peer down the sheer drop into the valley. It is deeper than a soul. At the bottom, an ocean is nothing more than a puddle. A mountain is a four-sided die. If you fell, you would starve.

You are struck with the realization that every pebble here on the ground was thrown at a friend in anger.

SEASONS AND WEATHER

For every 42 (4d20) days the party spends in the Feywild, the season changes randomly. Roll a d4 on the following Season table. You can also just decide to change the season whenever you feel like a change of pace. The season in the Feywild bears no correlation whatsoever to the season in Endercoast.

SEASON

d4	Season	Mood	Weather
1	Spring	Cheerfulness and Celebration	Any Weather
2	Summer	Boldness and Aggression	Always Humid
3	Autumn	Peace and Goodwill	Any Weather
4	Winter	Contemplation and Sorrow	Always Cold

WEATHER

Summer is always humid and winter is always cold.

d20 Weather

1	Cold. Anyone further than 5 ft. from a source of heat or another creature takes 1d4 cold damage per round. Creatures of the forest huddle together in clumps for warmth. There is no snow, only cold.
2-7	Rainy. Torrential downpours flood the forests. Beasts retreat to the tops of trees. Anyone shorter than 3'0" risks drowning in the muddy embankments. The forest is difficult terrain for anyone without a swim speed, unless they move in the direction of the current.
8-17	Mild. The weather is pleasant, though the air is choked with pollen and other particulates. A humanoid's failed DC 3 Constitution saving throw at the beginning of the day gives them the poisoned condition until twilight as they choke and sneeze uncontrollably.
18-20	Humid. The hot, stuffy air shortens the amount of time it's comfortable to spend in the open air. Humanoids who spend an hour outside must succeed on a DC 10 Constitution saving throw or incur a level of exhaustion.

MAGICAL EFFECTS

Every day, roll for a new magical effect that spreads across the Feywild, unless you don't feel like a magical effect today. The Magical Effects table contains 20 interesting magical effects, but feel free to make up your own. They don't have to be mechanically solid, or make sense, or be consistent from one character to the next. Do as you please.

Ongoing magical effects begin at dawn and fade away at twilight. You can change the timings if you want. Maybe these effects only happen during combat, or maybe they last a week, or maybe they're over in the blink of an eye.

MAGICAL EFFECTS

d20 Magical Effects

1	Creatures are invisible.
2	Humanoid and fey creatures can cast <i>polymorph</i> on themselves at will. They retain their mental ability scores and hit points.
3	Creatures outwardly appear to be at the end of their species' lifespan.
4	Creatures shrink by one size category.
5	Creatures grow by one size category.
6	At twilight, every creature rolls on the Wild Magic Surge table simultaneously (PHB 104).
7	Creatures emit faint, ethereal music that can be heard clearly up to 10 feet away.
8	Humanoid and fey creatures can cast <i>levitate</i> on themselves at will.
9	At twilight, creatures killed since dawn return to life as per the spell <i>reincarnate</i> .
10	Creatures are resistant to nonmagical bludgeoning, piercing, and slashing damage.
11	Creatures have advantage on saving throws against spells and other magical effects.
12	Humanoid and fey creatures can use a bonus action to shift between the Feywild and the Ethereal plane.
13	Creatures with an alignment have their alignment shifted one space towards chaos. For example, a lawful neutral character becomes neutral.
14	All plants become thick and overgrown. A creature moving through the Feywild must spend 4 feet of movement for every 1 foot it moves.
15	At dawn, humanoid and fey creatures are teleported to a random location within 1 mile of their original location. At twilight, it happens again.
16	Creatures gain 1 point of exhaustion at dawn. They gain another point of exhaustion at twilight if they haven't taken at least 6 short rests.
17	Roll on the Random Urban Encounters table (DMG 114). Each creature in that encounter is transported from the Material Plane to the Feywild at twilight.
18	The Feywild is blanketed in sinister black fog, heavily obscuring everything further than 10 feet away.
19	A wild magic surge is triggered every time a creature casts a spell or scores a critical hit. Refer to the Wild Magic Surge table (PHB 104).
20	Roll two more times on this table.

FEY MARKS

You don't come out of the Feywild unchanged. When a non-native character spends too much time in the Feywild, things start to happen to them, things they can't explain. Roll on the Fey Marks chart for example of what might happen, or just describe your own effect, whatever feels best.

FEY MARKS

d20 Fey Mark

- 1 Replace your ideal with another ideal randomly selected from your background.
- 2 You've gone mad. Roll on the Indefinite Madness table (DMG 260).
- 3 The first day after linking back up with your party is revealed to be an elaborate dream. Reset the day and roll 1d6. On a result of 5 or 6, the next day is another layer of the dream.
- 4 You've lost your sense of taste.
- 5 Randomly roll for a second flaw from your background.
- 6 You've lost all of your nonmagical equipment. The only thing you have is robes the shape and colour of the first snowfall of winter in your homeland. You would never dare to part with them.
- 7 Your skin colour has changed to an obnoxiously bright shade of purple.
- 8 Your hair is *suuuper* messed up!
- 9 When you are sad, you appear content. When you are joyous, you appear depressed.
- 10 When you roll a natural 1, it is treated as a natural 20, and vice versa.
- 11 You can no longer speak ... but you can still *sing!*
- 12 You've misplaced your shadow. It probably nipped off somewhere for a quick nap and got lost.
- 13 You've forgotten someone or something important to you. Remove a bond, even if it's your only bond.
- 14 You can't see in colour, only shades of grey.
- 15 If you don't make someone laugh each day, you drop dead at twilight.
- 16 You've got puny little deer antlers.
- 17 You've died and been resurrected by a hag. You had to leave something behind. Lose one of your racial traits or class features of your choice.
- 18 You have a permanent lingering injury (DMG 272) that can only be removed with a *wish*. Roll 1d4. On a roll of 1-2, you **Lose an Eye**. On a roll of 3-4, you gain a **Horrible Scar**.
- 19 You're two feet shorter. If you're already less than two feet tall, you shrink to only 1 inch tall.
- 20 Ten years have passed for you since the last time you met your party. Roll for another fey mark.

FEY PRANKS

Even if you haven't been lost in the Feywild, the fey are mischievous creatures. You will inevitably be pranked. Roll on the Fey Pranks table. Ongoing pranks last until twilight unless stated otherwise.

FEY PRANKS

d12 Fey Prank

- 1 Your hair grows at the speed of rumours. It's unmanageable by mid-day and impossibly long by twilight, at which point it all falls out and then grows back to how it was before.
- 2 You get painful, loud hiccups.
- 3 Any coins you have on your person grow spider's legs and rip their way out of your satchel. They form a colony in the woods with a strict hierarchy: copper at the top and platinum at the bottom.
- 4 A **goblin** (MM 166) approaches, selling merchandise he's picked off the ground. A clump of dirt, a broken branch, a dead spider, half a worm, a stick, a leaf. One hundred gold coins each. If you buy nothing, **sprites** emerge from the trees and mock him mercilessly for his failures.
- 5 A **giant tortoise** (IW 215) slowly, agonisingly crosses the path in front of you. **Pixies** (MM 253) ask you to wait patiently and guard the area, because all will be lost if the tortoise cannot cross. Great enemies shall soon descend on the tortoise. The fate of the Feywild is at stake. The tortoise finishes crossing after one hour. No enemies arrive to stop it.
- 6 Every time a bag is opened, it makes a little fart noise.
- 7 All of your equipment gets covered in glitter. You'll likely be finding bits of glitter in your bag for the next few years.
- 8 Your weapon, shield, or arcane focus transforms into the severed head of a pig. When you hold it, it screams and bursts apart into beetles, which quickly burrow into the dirt and are gone. You find your lost equipment in polished condition an hour later just lying on the ground, unaffected.
- 9 A "kick me" sign is placed on your back. It can't be removed.
- 10 A hummingbird hovers around your head. Each time you miss with an attack roll or have an enemy succeed on a saving throw against a spell you've cast, the hummingbird pecks you in the ear.
- 11 There's a crude curly moustache drawn on your face. You can't wash it off.
- 12 A raven flies past and drops a letter into your lap. Express delivery just for you. The letter reads, "*I admire you in secret. And I just think you're swell. I hope you get my letter. I wish to wish you well.*" The letter is secretly from ... the raven!

THE NATURE OF THE FEY

It is tempting to roleplay the fey as alien -- otherworldly, unknowable, and mindlessly destructive, like Lovecraftian monsters. This is not who the fey are -- they are painfully, tragically human, with all the power and all the folly of the gods of ancient mythology.

It is tempting to play the fey as fiendish -- malicious and mean-spirited, who will pressure you into a contract and then try to worm their way out of it. This is also not who they are -- they do not obey contracts and they do not respect any law except the laws of mutual respect. If you scratch a fey's back, they'll scratch yours.

It is tempting to play the fey as characters from a children's fairy tale. The fey can be this if you want, but most would agree that they are more fun when they are dark, and weird, and dangerous, but without being evil.

No, think of the fey as more natural than mankind. Perhaps more natural than nature. They are the way the world was before we foolishly prescribed order to it. They are the true nature of the earth.

KEY LOCATIONS

BULLYWUG SWAMP

"The bullywugs believes themselves the incontrovertible masters of their domain. Show deference to all frogs and toads you meet. Give to them an offering of peace. They will lead you to their king."

Describe the following scene when the party arrives.

Lily pads bounce with joy. Weeping willows cry crystal tears into the pond, water as clear as an epiphany. You can see thousands of tadpoles coursing in lazy circles. Two frog-men surface. They croak, and you understand their croak to mean "Welcome", though suspicion swims in their bulbous eyes. Seated upon a throne of confident untruths, the bullywug king leans down and smiles.

KING SLITHERCROAK

Slithercroak is a bullywug (IW 177) **king** (NPC 220), second only to the **ancient toad** (IW 195) in Bullywug society. He can speak Common fluently (though only due to his magic items). The other **bullywugs** (MM 35) can only speak Bullywug and a few simple phrases of Sylvan.

Personality. Slithercroak has a grandiose sense of self-assuredness. Any indication that he is not the true king of the Feywild is merely laughed off, barely worth a remark.

Ideal. Slithercroak's sheer confidence in his version of reality is strangely admirable. So much that other bullywugs and even some other fey creatures go along with his assertions unquestioningly.



Bond. Slithercroak's stewardship over the swamp has allowed it to remain beautiful. Many other swamps in the Feywild are dark, gross places. Not here.

Flaw. Slithercroak is utterly incapable of realizing the truth of his station: he is a ruler only of a small band of bullywugs, and the Feywild is too big and too complex for one mildly stupid frog man to rule it all.

OFFERINGS

King Slithercroak can offer the crystal tears of his willow trees. These crystal tears can purify water for drinking. They could be used to clean the sewers and to decontaminate the city's supply of drinking water. The cultivation of these willow trees requires them to weep, so each morning King Slithercroak tells each tree exactly how pathetic they are. If seeds of these willows are planted in Endercoast, a similar strategy will need to be put into place. They must weep.

PRICE

In exchange for the crystal tears, the king tells the party that many of his people have become lost. They must capture his lost bullywug followers and convince them to return home to the swamp. Send at least three bullywugs home to him and he will grant them their crystal tears, because he is a kind, just, and reasonable king who cares for the wellbeing of his subjects.

ANOTHER

The bullywug king speaks with reverence, oddly enough, of one called the Princess of Dewdrops. She seems to be the only fey creature that the king is willing to even consider to not be one of his subjects. Tears roll down his fat cheeks as he speaks of her beauty and her power, and when his tears touch the water of the pond, green sickness spreads. The crystal tears of the willow trees eliminate this sickness as quickly as it appeared.

THE COURT OF JEST

"After a show, meet an actor backstage. Behind the stage you will find a theatre, only this time you are the actor and the actors are the audience. Impress them and the court will accept you into their ranks of performers and acrobats and clowns. You are one of them, now, and that can never be taken from you."

You can find information on the Court of Jest in Part 3 (IW 117).

DEWDROPS

"Spread joy where you go, and damn the consequences. Who cares if you inconvenience the many if it means just one person will remember that day for the rest of their life?"

You can find information on Dewdrops in Part 3 (IW 131).

ELADRIN VILLAGE

Use this village if you have Mordenkainen's Tome of Foes. Refer to the sections on the eladrin for roleplaying information.

"Drink deep, laugh hard, feel how you truly feel! When you are happy, scream it to the world until your stomach is knotted with laughter! When you are sad, weep until all the moisture has left your body and you are a lifeless husk on the forest floor! When you extend hospitality to others, let your ego fall away to nothing and serve them as you would serve a master! And when your friends are threatened, strike down your foe without hesitation! Without mercy. In the most pure of those feelings is where the eladrin live."

Describe the following scene when the party arrives.

High up in the trees, high enough that you must crane your neck back to see, are houses grown from the willing bark of the oak. The creatures walking from branch to branch as though they weighed nothing are elves, certainly, but the elves you are familiar with still remind you of yourself. These elves are alien, inscrutable, both eerily calm and explosive in their temperament. Their eyes do not track you, but you feel their gaze upon you anyway.

The elves react to the party in different ways depending on the season.

- In the spring, the elves cheerfully greet the party and wrap them up into a dancing celebration of life.
- In the summer, they rain arrows down from above unless the party approaches unarmed.
- In the autumn, they are kind, hospitable, caring, providing the party with a cornucopia of delicious food.
- In the winter, they stay huddled in their homes wrapped in thick woolly blankets and refuse to let the party enter.

PLUCKY GLANCINEL

Plucky Glancinel is an **eladrin** (MTF 195-197) who changes their gender, personality, and statblock based on the season (or on their whims). They are the speaker for their village.

Personality. Refer to the sections on the eladrin in MTF.

Plucky's personality changes dramatically depending on which season the party encounters them.

Ideal. There is no shame in feeling one's emotions.

Bond. Plucky's role as the village's speaker to outsiders is due to learning to speak Common from a wood elf who found her way into their village in the autumn hundreds of years ago. The wood elf died of old age quite recently, which left the village in a seemingly endless winter. Plucky managed to bring the village back to spring, but they are worried that making new outsider friends (who will inevitably die) will cause the same thing to happen again.

Flaw. Plucky changes their mind as quickly as they change the words in their sentences.

OFFERINGS

The eladrin village can enchant the air to help protect Endercoast from the elements, giving every citizen advantage on saving throws against negative effects caused by the weather. This benefit only applies if the citizen is feeling the "right" emotion for the weather. Anyone who dances in the rain will face the full brunt of the rain.

PRICE

The eladrin wish to capture the rawest, most perfect emotions they can. Each party member must present a memory of such an emotional experience, though doing so erases that memory from their mind and prevents them from ever feeling that emotion again.

If the eladrin are satisfied, they will protect Endercoast, as a city that can produce such a wealth of emotion is a city worth preserving.

ANOTHER

The eladrins speak in hushed tones of those who feels emotion the strongest. They speak of the beautiful, unstoppable, unforgettable Princess of Dewdrops. A thousand mothers weeping over the bodies of their children hardly compares to one singular moment of her joy. They too speak of the rage of Dailili, a rage so pure, so encompassing, that it has spread through the Feywild as quickly as the wind. What they wouldn't do for but a taste of that rage, but a peek into her seething mind. Anything. Anything for her.



FAERIE VILLAGE

"Why so serious? Live a little. Relax. Laugh. Have fun. We are not determining the fate of the multiverse. And even if we were, what good is a multiverse that's so stuck up all the time?"

Describe the following scene when the party arrives.

Spotted mushrooms lay dotted around the enclave. An old boot lies on the ground, dazzling lights shooting forth from the lip. A turnip spins in place, hollowed out, something dancing in joy within. Baubles of dreamy lights hang from the treetops, only for them not to be lights at all, but creatures, fey, wings of gossamer, dresses of honeydew leaves. They alight upon your shoulder and giggle in your ear.

THE FEYDARK

A **sprite** (MM 283) named Holly Hocking checks each party member one by one with his Heart Sight, explaining that he is checking for evil in their hearts. He plays a harmless prank on each party member as he does so. Any ongoing effects end at twilight.

First Prank. He yanks on their nose and says, "Honk!"

Second Prank. He throws glitter into their hair, changing its colour to a sparkling rainbow.

Third Prank. He turns their ears so the lobe faces up and the tip faces down. "You'll hear everything upside down!"

Fourth Prank. He gives them a pitying glance. "Life has played enough pranks on you."

Fifth Prank. He gives them the ability to see "the eighth colour". Everything appears more vibrant. They never want to go back.

Sixth Prank. He erases their eyebrows.

Seventh Prank. He kisses their cheek. A fat pimple forms.

When he has finished checking their alignments, it is made clear that when the sprite speaks of Evil, he is of course actually talking about Law -- anyone with a lawful alignment must sit on a toadstool in the corner of the village and wear a "dunce" hat until the party leaves.

Personality. What a scamp!

Ideal. Enjoy your life. Nobody else will enjoy it for you.

Bond. Related to Tettlebug Moonflower; his wife Tattletale Hocking is her half-sister.

Flaw. He has trouble taking anything seriously.

OFFERINGS

Holly Hocking presents to the party a hero's feast (as per the spell *heroes' feast*). He claims that the faeries of the village can offer such a feast to the whole city of Endercoast, solving their food crisis entirely. Sure, some peaches might taste like mushrooms, and some wine might turn to water, but the city will be fed.

PRICE

Such a generous offering requires a significant trade. The party must play a practical joke on an archfey. Make sure it's good.

ANOTHER

The faeries spin tales of four archfey in this region of the Feywild. There is the one called Lord Cals who sits and waits. There is Cirrus the Jester who puts on just the most spectacular performances. There is Dailili, the Tree of Infinity, One with the Earth, the Spiteful Queen, the Consumer. And there is Tettlebug Moonflower, a pixie once from this very village who doesn't even realize that she is an archfey at all.

Tettlebug Moonflower's family of **pixies** (MM 253) can be found in this village. They urge the party to speak sense into Tettlebug and send her back home before she hurts anyone. Though perhaps it is already too late for that.

"The oldest and strongest emotion of your short-lived kind is fear, and the oldest and strongest kind of fear is fear of the unknown. Did you know that your body reacts to a spider before your mind recognises it's there? And what of a face that is not quite your own? Where have these fears come from? You already know the answer. We have all crawled out of that darkness and been reborn. We have all escaped. But it's still there, waiting for us to dive back in."

Describe the following scene when the party arrives.

That familiar icy terror grips your heart and holds it still. This is not a place for children. It is not a place of safety. The caves wind around you like the coils of a snake. You can no longer tell which way is left or right, up or down, and you suspect such cardinal terms are meaningless here. Luminescent mushrooms grow from the walls. Water drips from stalagmites on the floor up into the endless darkness above you. And there is always, like tinnitus, the screams of those who are lost.

There is a colony of kuo-toas who live on the coast of a black lake in the Feydark, a lake with no horizon, a lake that bubbles and swirls yet bears no life. The **kuo toa archpriest** (MM 200) Ploupdoolp describes with glee the new god of his people, Poppiplob, a burgeoning archfey. At the moment Poppiplob is a **shadow** that has eaten through each and every one of the kuo-toas' shadows.

OFFERINGS

If Poppiplob were to become a full-fledged archfey, it could grant the party a host of magic items that would support them in their efforts to battle other archfey. Ploupdoolp promises the party four magic items, and if the price is paid and Poppiplob rises as an archfey, Poppiplob rolls four times on the Magic Item Table F (DMG 146), granting the party all four of the items rolled.

PRICE

All Poppiplob needs is a sacrifice: just four more shadows to eat, that's all. A party member who agrees permanently loses their shadow, as well as two points of Constitution. Neither the Shadow nor the points of Constitution can be restored by anything short of a *wish*.

ANOTHER

Also deep within the Feydark there sit those who have been cursed by the hag, Dearest Gran. They made their deal, they paid their price, and now they have nowhere to go but down, down where they wait in the dark, alone, afraid, and lost. You can represent these cursed beings with the **specter** statblock (MM 279) or the **Lost** statblock (MTF 233). They aren't immediately hostile. They demand that the party bargain with Dearest Gran for their freedom; maybe she will give them back their lives. And if the party shows hesitation, they grow frustrated and attack.

You can roll on the Cursed of Dearest Gran table for the reasons that each creature was cursed. Killing the cursed one floods the killer's minds with these regrets.

TRAPPED IN THE FEYDARK

Generally, the party ventures into the Feydark only if they have been given a quest to go dungeoneering, or if they have been challenged in other ways. There is nothing down here but the remnant magic items of those who have come before.

Roll on the Feydark random encounter table (IW 173) for what the party encounters in here, and roll on the Magic Item Table B (DMG 144) for the magic items they might find.

If a party member fails to return from the Feydark (IW 59), they become lost here. Only by launching an expedition to find them can the party recover their friend.

CURSED OF DEAREST GRAN

d6 Regret

- 1 *"Dearest Gran cured my husband's sickness, but made him forgetful and stupid. One day, in frustration, I struck him. He died."*
- 2 *"I traded all the mushrooms from my garden. One year later, a rich businessman came to my door, having heard of my wonderful mushrooms. He looked to make a purchase, but I had none left to trade. So I stole them back from Dearest Gran's hut."*
- 3 *"I asked Dearest Gran to make me handsome in the hopes that the one I loved would finally look my way. I become so handsome that a dryad stopped me on my way home, unable to contain her affections, and my beloved was forgotten."*
- 4 *"I demanded eternal life, and now, here I float, a thousand years old to the day."*
- 5 *"I was impatient for my inheritance, so I slew my father and mother. Worried that the crime would be pinned on me rather than my accomplice, I pleaded with Dearest Gran to clear my name. She just laughed."*
- 6 *"I promised Dearest Gran my firstborn son, but I never married. On my deathbed, I smiled at my cleverness, but then I saw Dearest Gran's scowling face, and I felt her twisted claws on my throat."*

FIELDS OF OPEN AIR

"Feel the wind on your face and go where it pushes you! Do not worry about time, or space, or responsibilities, or needs, or wants, or desires, or anything else that should tear your body or your mind from the freedom of the open air!"

Describe the following scene when the party arrives.



An endless plain of delights. Rolling hills to a horizon that your eyes can never meet. A breeze that speaks the language of the grass. Only the nicest and prettiest of insects fluttering from blade to blade. It is as close to Elysium as you will ever reach.

The **centaurs** (MM, IW) of the Feywild have made their home here. They frolick in the fields. They barely acknowledge the party's presence. Only one of them, a centaur whose lower half is a whirlwind of grass, dares to approach them. He introduces himself as Shambler of the Blades.

Personality. Laid-back, calm, collected, and bold in his assumptions.

Ideal. Freedom without direction.

Bond. His brother was overtaken by the vines and became a shambling mound.

Flaw. He can't make up his mind on anything.

OFFERINGS

If the people of Endercoast were to open their hearts to the most beautiful aspect of the Feywild -- the freedom of the open air -- then this minor realm could surround the city and protect it from the more dangerous locales.

PRICE

Eliminate the government of Endercoast. Let the Sentinels of Equity take control of the city. They are the only faction that truly understands what Endercoast could become.

ANOTHER

Shambler of the Blades speaks of the Sea of Vines and how it threatens Endercoast. He knows that his brother, Gardener of the Vines, was consumed in its churning mass. This Sea of Vines is the work of Dailili, the Tree of Infinity, whose excess rage has boiled over into the waters.

HAG HOVEL

"I can see it behind your eyes. A need. A need that cannot be fulfilled. You know who can help you. You know what you must do."

Describe the following scene when the party arrives.

An old wooden playset illuminated by a single beam of light through the thick black canopy in the woods. A rocking horse swings lazily back and forth. Swings creak with each gust. A climbing wall is overtaken with vines. In the middle of the playset, nursing a weed growing through the litter, is an old woman with kind eyes. She wears a patchwork dress.

Dearest Gran has glamoured her hovel such that it only appears to those who have paid her a price for her services. Her hovel is a simple wooden hut with giant grasshopper legs. It can hop thousands of miles in a single bound.

Her hovel is much bigger on the inside than the outside, perhaps infinitely big, and it is filled with a variety of enslaved fey creatures paying off a 14-year period of service.

Personality. Dearest Gran takes special interest in the stewardship of those who fall between the cracks. She offers her services to the downtrodden, the ugly, the hopeless, and the desperate. She grows angry if her services are taken advantage of and despises the most out of anyone those who think they are a better person than they truly are.

Ideal. Truth, chance, investment, and comeuppance.

Bond. Dearest Gran's sisters fell to the temptation of fiendish power and left the Feywild forever. There is no one that she hates more than her sisters, yet they are also the source of the power she wields.

Flaw. Dearest Gran treats everyone like young children who don't know what's best for themselves, and she is greatly offended if her services are not accepted.

OFFERINGS

Dearest Gran is a problem solver. She can cure sickness, disease, and curses. She can grow any type of herb, poison, curative, potion, or alchemical component. She can change your appearance, not just magically, but physically and permanently. She can influence the minds of others to love you, to accept you, to cherish you. She can grant you the one-time ability to cast *contact other plane* or even put you in contact with those left behind in the Material Plane. And she can grant eternal life. But all of these offerings come with a price.

PRICE

Dearest Gran demands one of the following prices for her services. She never describes the effect, refusing to elaborate beyond her simple request. The prices paid cannot be recovered through anything short of a *wish*.

HAG PRICES

dzo	Price
1	"Your memory." Dearest Gran removes the memories of the character from the minds of everyone except the members of the party.
2	"A lock of your hair." Dearest Gran creates an identical clone of the character. The clone must serve her for 14 years. The clone insists that a mistake was made: the clone is the original and the character is the clone.
3	"Your wealth." The maximum value of wealth the character can possess is 500 gp, not including the value of items. Any coins they receive that would bring their net worth above 500 gp instead turn to chocolate. Any bank notes burn up. Any promises are broken.
4	"What no one could teach you." The character loses proficiency in all Wisdom-related skills and Wisdom saving throws.

HAG PRICES (CONT'D)

d20 Price

- 5 **"A pound of flesh!"** Dearest Gran strips a full pound of skin from the character's back, reducing their maximum hit points by 4d6.
- 6 **"The fire in your heart."** After each week spent without taking fire damage, the character gains one level of exhaustion.
- 7 **"Comfort, safety, home."** If the character already has a home, they return to find it burned to the ground, along with everyone and everything inside. Regardless, they can never settle in a permanent place, always having to stay at inns or other such establishments.
- 8 **"All those beautiful phrases."** The character loses knowledge of two languages. If this would leave them without a language, they learn to read and write Sylvan, but can't speak it.
- 9 **"Your strength."** Surprisingly literal -- the character's Strength score becomes 6.
- 10 **"Your soulmate."** If the character is in a romantic relationship, roll a d6. On a roll of 1-2, Dearest Gran banishes their partner to her private demiplane, where they must serve her for 14 years. On a roll of 3-6, or if the character isn't in a romantic relationship, Dearest Gran whisks away a random stranger they meet in their travels.
- 11 **"That spring in your step."** The character loses 10 feet of movement speed and cannot jump.
- 12 **"Your bond with a deer one."** The next time a character encounters a deer, it seems to invite them closer, and even is willing to eat out of their hand and nuzzle their face. But, just as the character grows fond of this deer they've encountered, it kicks them in the stomach and bolts.
- 13 **"Your shadow."** Dearest Gran strips the character of their shadow, which becomes a **shadow** (MM 269) that must serve her for 14 years. The character also loses two points of Constitution.
- 14 **"The thrill of battle."** Any critical hits made by the character become normal hits, and rolling a 20 on a death save only grants 1 success.
- 15 **"Your pain."** The character cannot feel pain. The DM rerolls the character's hit points and keeps them hidden. From there on out, the DM doesn't tell the player how many hit points the character has remaining or how much damage they've taken.
- 16 **"The ring finger of your most careful hand."** The character loses proficiency in all Dexterity skills, and they can no longer marry.
- 17 **"Your last words."** Dearest Gran whispers the character's last words in their ear, chilling them to the bone. The character dies after their second failed death save, instead of their third, and can't be resurrected through any means short of a *wish*.

HAG PRICES (CONT'D)

d20 Price

- 18 **"A moment of your time."** Each time the character rolls initiative, roll a d6. On a roll of 5 or 6, the character disappears for one round, having been whisked away by Dearest Gran to help her with some simple mundane task like getting a jar down from a high shelf. The character returns to the space they left, or the nearest empty space. Once this has happened 10 times, Dearest Gran no longer seeks their services.
- 19 **"That lovely smile."** The character can no longer feel joy. They lose proficiency in all Charisma skills.
- 20 **"Your freedom."** Dearest Gran enslaves the character for 14 years. The next time the party returns to Endercoast, they find the character somehow already waiting for them, fourteen years older.

CURSES

Attempting to cheat Dearest Gran or exploit a loophole in her price angers her and will result in a terrible curse inflicted upon any who have crossed her. You can make up your own curse or roll on the Hag Curses table. These curses can be removed by nothing short of a *wish* or by the grace of Dearest Gran.

HAG CURSES

d6 Curse

- 1 **Servitude.** Upon being reduced to 0 hit points, the character rises immediately as a **revenant** (MM 259) with the time limit waived, and they are whisked away to Dearest Gran's hut or the Feydark (whichever she decides is most fitting). The revenant must serve Dearest Gran eternally.
- 2 **Loneliness.** The character takes 10d4 psychic damage whenever their skin touches another's. The person they touch takes 1d4 psychic damage as well.
- 3 **Torment.** Each long rest, the character is tormented by nightmarish visions of Dearest Gran. They must succeed on a Wisdom saving throw or they gain a level of exhaustion and can't recover from exhaustion that rest.
- 4 **Howling.** The character becomes a wolf lycanthrope (MM 207).
- 5 **Ugliness.** The character becomes repulsive in appearance, voice, mannerisms, and spirit. Their Charisma becomes 6.
- 6 **Madness.** The character rolls on the Indefinite Madness table (DMG 260).

ANOTHER

Dearest Gran has a bitter rivalry with Lord Cals of the Litter and the Peat, who disapproves of her meddling with the border between life and death. Lord Cals waits patiently for Dearest Gran to make a mistake and reveal herself to him.

THE LITTER AND THE PEAT

"All you have to do is wait. Wait for the sun to rise. Wait for the rain to fall. Wait for the mountains to be ground to dust. Wait for the storms to pass, for the storms to rattle once more, for the ground beneath your feet to split and crack apart with age. Wait for the floods, wait for the droughts, wait for a trillion mayflies to cry out that they will not be forgotten, and wait until they are forgotten. Wait for the sun to grow cold, the rock to grow hot, the stars to die out, the universe to be reborn. And there you will find the Litter and the Peat. Just wait."

You can find information on the Litter and the Peat in Part 3 (IW 107).

SATYR VILLAGE

"If music be the food of life, play on. Play not from the sheet. Play not from memory. Play the songs of the earth itself. Oh, you already know it, don't you?"

Describe the following scene when the party arrives.

You've been listening to this music since the day you were born. These goat-legged men and women are no musicians. They are prospectors. They have dug deep, and they have revealed what was always there. This is the music that spun the world's threads. These satyrs in their humble huts in a graven grove have grown closer to the Weave than a thousand wizards studying for a thousand years could ever hope for.

Whispering Puck is the village's leader, a satyr **whisper bard** (NPC 41) or **creation bard** (TPN 19) who has a magic set of panpipes that he can use to cast *greater invisibility* a few times a day, or more if he can play well. He prefers to remain invisible. The party can hear his voice, and his music, and all the notes of his panpipes, but he stays hidden even as he speaks to them about their purpose in the village.

Personality. We are but vessels for the song of creation.

Ideal. No words can express what music has revealed all along.

Bond. I am in love with all the satyrs of my village, and they love me just the same.

Flaw. I am ashamed of my face, which is as human as faces come. I wish vainly for my features to reflect my wild nature. And so I stay invisible.

OFFERINGS

Endercoast's sense of community is at risk. With the stress of a new situation, and with hope of return growing dimmer each day, the people need to feel like they belong to something greater than themselves. Don't let them turn to the hokey Sentinels of Equity or the gods that still remain. Invite us into the city, so we do not have to sneak in so often, and we will help people feel alive again as surely as we are all but notes in the Weave.

PRICE

An invitation is all that Whispering Puck asks for. Free reign to pass in and out of Endercoast as he pleases. He has been in and out of the city many times already, of course, but always as an outsider. Never as a friend.

ANOTHER

Whispering Puck talks at length about the greatest feast he has ever had the fortune of gatecrashing. It was put together by those sprites and pixies of the faerie village, the one down the path of relaxation, guided by the tinkling of laughter. Maybe they can feed not just one's heart, but also one's stomach. Maybe they can feed a city.

THE SEA OF VINES

"Don't you long for the sparkling Bay of Driving Winds? Don't you remember what it was once like back home? All those summers on the pier, fishing and splashing and diving and swimming. All of that is gone, now, and all that remains is the vines. There will be no fishing, no splashing, no diving, no swimming. Put your nostalgia behind you. And let yourself be consumed."

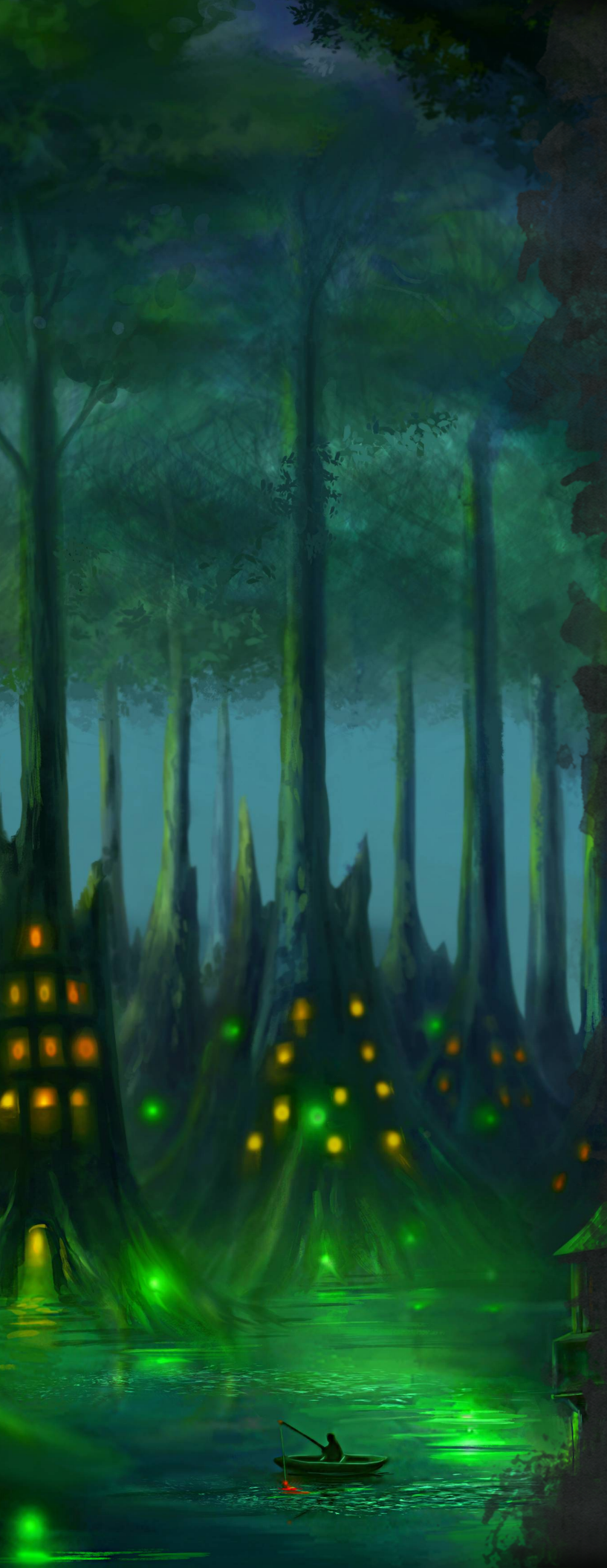
Describe the following scene when the party arrives.

The sea thrashes with anger. How dare you come here. How dare you set your city down on these shores. In the anger of the fey, the sea is no more, replaced only with the churning matter of the earth. There is an island, on the horizon, too far by many leagues to reach, and you know deeply and primally that, even if you could walk unharmed through the vines and not be sucked into their bottomless depths to be consumed, you would never reach that horizon, and you would never set foot on the island that no doubt carries the key to returning home.

A **shambling mound** (MM 270) patrols the coast and shambles sheepishly towards the party. It shapes its roots into a sylvan symbol, and in your mind you know that symbol to mean "NOT HOSTILE". That is all it can get across unless someone in the party can speak Druidic or can cast *speak with plants*, at which point its meaning is clearly communicated from there.

OFFERINGS

The shambling mound is one of the only reasonable cuttings of the Sea of Vines left, and it speaks to the party's good nature towards negotiation.



It offers endless water, all the water that the vines consumed, an infinite amount that stretches perhaps all the way through the border ethereal and into the Plane of Water itself. It communicates all of these through symbols.

PRICE

The shambling mound says that once water is being supplied to the city, the city has fourteen weeks to remove itself from the Feywild. After that, the Sea of Vines will once more begin to creep in through the cracks in the cobblestone. Fourteen weeks. That is all that can be afforded.

ANOTHER

The Sea of Vines was spawned by Dailili, the Tree of Infinity. If she created it, maybe she can tame it.

SPARKLING GROVE

"Place in your mind thoughts of safety. Your mother embracing you after a bad dream. The peaceful chirping of birds in the spring time. The touch of a lover's hand on your cheek. These thoughts will bring you to the grove."

Any characters who attempt to travel to the Sparkling Grove with intent to harm its residents take 24d8 necrotic damage upon entry, their skin sloughing off and their bones collapsing to feed new growth in the soil. They die instantly if this damage brings them to 0 hit points. Describe the following scene when the party arrives safely.

The grove is flooded with life, and the sunlight dappled through the blue leaves above your head reminds you, to your great curiosity, of memories you did not think you had from before you were even brought into the world. This place is safe, and more than safe, it is protected by an enchantment more ancient and more feral than the oldest of your ancestors. Even the waterfalls do not churn.

The party is greeted by a **dryad** (MM 121) named Nym. Nym is glad that they have arrived safe, for though the enchantment over the grove protects those who live here, it is always unfortunate to see a life cut short so quickly and so violently. She is willing to speak with the party on behalf of the grove, but she wants them to know that she does not necessarily represent the views of all who live here. Many of the elves and firbolgs, and especially the lizardfolk, believe that the grove should stay hidden, and that all trespassers should feel their skin slough from their bones. Be glad that she was able to talk sense into the others, at least for now.

Personality Trait. Nym is a mother figure to the others.

Ideal. The Sparkling Grove must be preserved at all costs. It's one of the only rays of light in the chaos of the Feywild.

Bond. Nym takes responsibility for the wellbeing of the elves, firbolgs, lizardfolk, gnomes, and dryads of the grove.

Flaw. Nym feels crippling remorse for every creature killed by the grove's enchantments, deserved or otherwise.

OFFERINGS

If it is suggested that the enchantment over the grove be extended to Endercoast, the laughter of all the grove's denizens echoes throughout the grove. You hear the high pitched whinny of the forest gnomes, the deep groans of the firbolg, the haughty, contemptuous snickers of the elves, and the rustling of every dryad's leaves. Nym doubles over in laughter, but soon catches her breath, straightens herself, and explains.

"If such an enchantment were placed over your city, every one of you would die! You are a fickle, violent species, all of you. Do not argue with me when you know it to be true."

Instead, the Nym offers the city a blessing of growth on the Sylvan Grove within its walls. The Sylvan Grove has enough space in it to grow enough food to feed the majority of the city, and with the blessings of the dryads, its full potential could be realized.

PRICE

The Sylvan Grove will stay in the Feywild when the rest of the city leaves. It will join the Sparkling Grove.

ANOTHER

Nym talks of how Dailili, the Tree of Infinity, once laid assault upon the grove in attempt to make it part of her. The enchantment held then, but she does not know if it will hold forever. They sought out Dearest Gran for help, but the price the hag asked for was much too high: a place within the grove. Nym had to endure Dearest Gran's temper, but she knew that an outright refusal would be survivable, whereas regret at a deal gone wrong would threaten everyone she holds dear.

THE TREE OF INFINITY

"All the trees here are hers. No, not hers, they are her. All with the same roots. All with the same mind. The roots are her veins, the vines her nerves, the bark her skin, the leaves her drinking mouth. The woods and Dailili are coterminous. She is one and she is all. And soon you all shall be too. Join the trees. Join the plants. Coalesce into the soil. Join the Tree of Infinity now, while she is still merciful, for you will join her in the end even still."

You can find information on the Tree of Infinity in Part 3 (IW 125).

THE UNKNOWN

"You're lost, aren't you? No compass will help you here."

Any Wisdom (Survival) check made with a result below 10 will bring the party here. Describe the following scene when the party arrives.

You have been circling the same dozen trees for the entire day. Completely spent, you collapse in the middle of the path. You are overcome with lethargy. Where do these paths lead? What are you doing out here in the unknown? What is the purpose of your quest? Isn't your bed at home in Endercoast preferable to this? Why is this mission important in the first place? These and other anxious questions play over and over in your head as you prepare to rest.

You can choose one of the descriptions of general Feywild nonsense (IW 53) to work into The Unknown. Then, roll on the Woods Random Encounter table (IW 173). Only by completing the encounter can the party re-attempt an escape of The Unknown. It requires a successful DC 10 Wisdom (Survival) check in addition to the regular travel rules of the Feywild.

If the party continually ends up in The Unknown and you start to get a bit sick of it, you can foreshadow a terrible monster with the following description.

Once more you find yourselves lost in the limitless expanses of the woods. This time, you feel baleful eyes peering at you from the darkness in the gaps of your perception. Something has your scent. Best to find the path once more or you will be made the dinner of a most ancient and terrible prowler.

After this, if the party fails to leave the Unknown, or ends up in it again, you can give them the following encounter.

THE PROWLER

The Prowler (IW 238) is a primordial being, once an avatar of Malar, the God of the Hunt, now lost in the woods just like you. The Prowler speaks Sylvan.

A wolf with fur stolen from the starry sky pushes aside the trees as though they were reeds. His teeth are great pikes that could hold back the armies of the dead. His eyes swim with the instincts of millennia. "Lost here, aren't you? Just like me. I remember the days when these hunting grounds were my choice, when Malar would send down prey like you and I would revel in it, I would choose to remain here, I would prosper. I remember when Malar was my eyes, my ears, my snout, my claws. It has been so long since I have seen an offering like you. It has been so long since I have fed."

Personality. The hunt is all I live for. And I have had nothing to live for for thousands of years.

Ideal. The perfect hunter requires the perfect prey.

Bond. I was the avatar of Malar, once, long ago.

Flaw. I have gone mad with hunger.

The Prowler can assist the party in escaping if they succeed on a DC 20 Wisdom (Animal Handling) check and help him find a way out as well. Otherwise, he attacks. Defeating The Prowler locks out The Unknown to the party permanently; they instead end up in Endercoast 1d8 weeks later.



PART 2

PLAYER OPTIONS

RACES

You can choose to play a character who is native to Endercoast or who is native to the Feywild. Each race has a special significance to the story of the campaign. You can choose to adopt your race's collective goals or make up your own for your character. For example, most people from Endercoast wish to return home, but perhaps your character likes it here and wants to stay.

ENDERCOAST RACES

PLAYER'S HANDBOOK

Everyone in the city of Endercoast has been transported to the Feywild. In order to survive, the city must learn to work together with the native peoples to provide the city with the resources it needs to prevent widescale starvation and panic.

All races from the player's handbook, including all subraces and variants, are represented in the diverse city of Endercoast. Almost everyone from Endercoast desires to return to the Material Plane, but some people secretly prefer the Feywild. In the case of many wood elves and forest gnomes, it's not so secret.

- Dragonborn (PHB 32)
- Dwarves (PHB 18)
- Elves (PHB 21)
- Gnomes (PHB 35)
- Half-Elves (PHB 38)
- Halflings (PHB 26)
- Half-Orcs (PHB 40)
- Humans (PHB 29)
- Tieflings (PHB 42)

The primary goal of characters from Endercoast is to venture out on missions throughout the nearby region of the Feywild in order to provide the city with permanent solutions for basic needs like food, water, safety, and protection from the unusual elements.

VOLO'S GUIDE TO MONSTERS

If you have a copy of VGM available to you and your DM permits its use in this adventure, the following races can also be found as citizens in Endercoast. The firbolg live in the Sylvan Gardens where most worship Silvanus, and the tight-knit kenku communities are infamous for criminal activity.

- Firbolgs (VGM 105)
- Kenku (VGM 109)

FEYWILD RACES

VOLO'S GUIDE TO MONSTERS

If you have a copy of VGM available to you and your DM permits its use in this adventure, the following races can be found as native denizens of the Feywild.

- Firbolgs (VGM 106)
- Goblins (VGM 119)
- Kenku (VGM 109)
- Lizardfolk (VGM 111)

MORDENKAINEN'S TOME OF FOES

If you have a copy of MTF available to you and your DM permits its use in this adventure, the following elf subrace is native to the Feywild.

- Eladrin (MTF 61)

INTO WONDERLAND

All races from Into Wonderland are available as player characters for this adventure. However, your DM may decide that all characters should be from Endercoast, locking out these and other native Feywild options.

- Bullywugs (IW 68)
- Centaurs (IW 69)
- Changelings (IW 69)
- Dryads (IW 70)
- Faeries (IW 70)
- Faerie Dragons (IW 71)
- Kuo-Toas (IW 72)
- Satyrs (IW 72)
- Stormcloud Mephits (IW 72)

All races of this adventure are detailed in the following pages. If the race is from another sourcebook, its statistics are included in that sourcebook, but extra roleplay information and personal goals are included here.



ELADRIN ELVES

The eladrin might seem unfriendly, and even at times quite hostile, but they are likely to work with the party. Eladrin characters have one of four main goals, depending on the season.

Spring. The eladrin have a personal responsibility to ensure that those affected by the city's sudden appearance in the Feywild are cared for, with preference for any beasts within the city walls. It's not the animals' fault.

Summer. The eladrin must force out the intruders by any means possible. Any who openly advocate for the city to remain in the Feywild must be killed.

Autumn. There is no sense in being antagonistic to the outsiders while they're here. Everyone is more likely to work together on a solution if the eladrin prove their hospitality.

Winter. It may be hopeless to remove the city. If that is the case, the eladrin should preserve at all costs what may be lost by the city's encroachment on their land. Set firm boundaries and do not back down.

FIRBOLGS

The city has landed just outside firbolg territory, who are suspicious of the newcomers. Firbolg characters have the following goal.

Preservation. The party must be made to respect the ways of the firbolg while within firbolg territory. As an ambassador for your people, it is up to you to exemplify the behaviour you wish to see from others.

GOBLINS

This region of the Feywild is a haven for goblins who have broken free from the call of Maglubiyet, their insane god who steals their souls to fuel his endless armies in the heavens. This city from the Prime Material plane is an omen that Maglubiyet has found them and wishes to take them back.

A goblin character has the following goal.

Vigilance. Find a way to break any further links between the Feywild and the Material Plane, which means investigating heavily into the arcane mechanics of the city's sudden teleportation. Additionally, eradicate any signs of Maglubiyet, lest he grow in power.

KENKU

Unlike the kenku in Endercoast, the communities of kenku in the Feywild have no such criminal stereotypes. They are respected members of many different courts, highly valued for their eidetic memories and beautiful music-making capabilities.

As a kenku native to the Feywild, you have the following goal.

Posterity. Keep a careful record of the party's adventures so that beautiful ballads can be sung about it one day.

LIZARDFOLK

Lizardfolk are supremely practical and view the city's appearance purely as a new opportunity for their tribe, the Twilight Hunters. A lizardfolk character pursues the following goal.

Prosperity. Find a way for each party's mission to benefit the Twilight Hunters tribe, which may include making deals and concessions along the way that others may not be comfortable making. Lizardfolk are not afraid to trade lives to get what they want for their people.

BULLYWUGS

Bullywugs believe that they have uncontested reign over the Sea of Vines. They sneer at other creatures who claim to own land in their territory, dismissive rather than aggressive. Since they are the rightful rulers, they have nothing to prove. Most bullywugs take prisoners and present their captured foes to their king, a massive, bloated bullywug whose stomach is engorged with brine and insects.

A bullywug working with the party has the following goal.

Prove Your Worth. Capture and present live foes to your king as evidence that your rightful territory is being effectively patrolled.

BULLYWUG TRAITS

Ability Score Increase. Your Dexterity, Constitution, and Wisdom scores increase by 1.

Age. Bullywugs gain maturity a few months after emerging from their egg along with dozens of their siblings. They live for about 20-30 years.

Alignment. Like many races in the Feywild, bullywugs tend towards neutrality.

Size. Bullywugs are short, between four and five feet tall. Your size is Medium.

Speed. Your base walking speed is 25 feet. You have a swimming speed of 40 feet.

Amphibious. You can breathe air and water.

Bullywug Magic. Starting at 3rd level, you can cast *jump*, *expeditious retreat*, and *ray of sickness* once each. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Speak with Frogs and Toads. Using your native language, Bullywug, you can communicate simple ideas with frogs and toads.

Standing Leap. Your long jump is 20 feet and your high jump is 10 feet, with or without a running start.

Swamp Camouflage. You are proficient in Stealth, and you can apply double your proficiency bonus to Dexterity (Stealth) checks made to hide in swampy terrain.

Languages. You can speak, read, and write Elvish and Bullywug.

CENTAURS

A centaur is the name of a range of different creatures in the Feywild, each with the lower body of a fey creature and the torso of a humanoid. Centaurs are nomadic, tribal and protective of their own kind, and they value above all else the freedom of the open air.

A centaur travelling with the party has the following goal.

New Experiences. Feel the wind through your hair. Experience all that life has to offer. But never forget your roots, nor your people.

CENTAUR TRAITS

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Centaurs age at about the same rate as humans.

Alignment. Centaurs are chaotic in temperament towards others, doing what they feel is best for themselves and their tribe even if it might be morally unacceptable to others.

Size. Centaurs are Medium in size. Their exact proportions vary greatly.

Speed. Your base walking speed is 40 feet.

Centaur Weapons Training. You are proficient with javelins, longbows, pikes, shortbows, and spears.

Charge. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your Natural Fey Weaponry from your subrace.

Fey. Your type is fey instead of humanoid.

Monstrous Build. You count as one size larger when determining your carrying capacity and the weight you can push or drag. In addition, any climb that requires hands and feet is especially difficult for you because of your unusual proportions. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Languages. You can speak, read, and write Elvish and Sylvan.

Subrace. Choose one of the following subraces: fire beetle, shambling mound, unicorn, or wolf spider.

FIRE BEETLE

You have the lower body of a giant fire beetle.

Fire Beetle Spellcasting. You can cast the *light* cantrip innately, and you can cast *burning hands* once, recharging expended uses upon the completion of a long rest. Constitution is your ability for these spells, and you do not require components for them.

Natural Fey Weaponry. Your pincers are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal 1d4 piercing damage plus 1 fire damage instead of the bludgeoning damage normal for an unarmed strike.

SHAMBLING MOUND

You have the lower body of a writhing mass of vines.

Shambling Mound Defense. You have resistance to lightning and thunder damage.

Natural Fey Weaponry. Your vines are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you can choose to grapple your target instead of dealing damage. The escape DC for your grapple is 8 plus your proficiency bonus plus your Strength modifier.

UNICORN

You have the lower body of a celestial horse.

Alignment. Unlike most centaurs, you are lawful good.

Natural Fey Weaponry. Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 plus your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. You can instead choose to hit with your horn and deal piercing damage.

Swift. Your base walking speed increases to 45 feet.

Unicorn Spellcasting. You can cast the *spare the dying* cantrip innately, and you can cast *cure wounds* once, recharging expended uses upon the completion of a long rest.

Constitution is your ability for these spells, and you use your horn for all components.

WOLF SPIDER

You have the lower body of a predatory spider.

Wolf Spider Climb. You have a climbing speed equal to your movement speed. This means you also ignore the climbing penalties from your monstrous build.

Natural Fey Weaponry. Your mandibles are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal 1d4 piercing damage plus 1d6 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

CHANGELINGS

As a changeling, you've been cursed by a hag to have forgotten your true name, your true face, your true home. You must wear others' faces now, for your changeling form is blank, featureless, soulless, empty. So many layers of disguises over all these years has made your true identity a mystery, a mystery that you are determined to solve. And now that a city from the Material Plane has arrived in the Feywild, perhaps it is the key to finally getting home.

A changeling working with the party pursues the following goal.

Identity. Find out who you truly are.

CHANGELING TRAITS

Ability Score Increase. Your Charisma score increases by 2, and one other ability of your choice increases by 1.

Age. Changelings are ageless due to the curse placed upon them by a hag.

Alignment. Changelings are universally chaotic, though this may not be the alignment they are most naturally inclined to be.

Size. Changelings, in their changeling form, are roughly the same size and shape as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Background Operator. You have proficiency in two of the following skills of your choice: Deception, Investigation, Sleight of Hand, or Stealth.

Changeling Spellcasting. Starting at 1st level, you can cast *thaumaturgy* at will. Starting at 3rd level, you can use this trait to cast *alter self* or *disguise self* once each. You regain the use of expended spells when you finish a long rest.

Charisma is your spellcasting ability for these spells.

Change Shape. As an action, you can magically assume the appearance of a Medium humanoid or fey you have seen, or shift back into your true form. Your statistics are the same in each form. Any saving throws or ability checks related to this feature that another creature makes to identify you as an impostor have a DC of 8 plus your proficiency bonus plus your Charisma modifier.

Hag's Curse. You were originally a member of another race before you were cursed by a hag. If you discover who you were, you can choose to permanently revert to your original race. You keep your Background Operator trait.

Shapechanger. Your type is humanoid (shapechanger). Many spells that would alter your form (such as *polymorph*) instead do not affect you, as listed in the spell description. If you willingly allow yourself to be targeted by these spells, however, you can choose to be affected by them.

Languages. You can speak, read, and write Common, Elvish, and Sylvan. You once knew another language, but it has long since faded from memory.

CHANGELING RECOMMENDATIONS

When making a changeling character, it is recommended to take the Charlatan background. The Actor feat is also very useful for changeling characters.

Speak with your DM about two aspects of your character. Firstly, what are the details of the hag that cursed you? You can decide instead that it was an archfey from this book. Secondly, ask your DM to secretly come up with an identity for your character before they were cursed. You can choose to learn this secret as a player (make sure not to engage in metagaming), or you can keep it a surprise for both you and your character.

DRYADS

Many people distrust the dryads, as they have a reputation for being tricksters, just like all the fey. When they offer their help to Endercoast in exchange for protection against Dailili, it's hard to say whether they are telling the truth or whether they are agents of the Tree of Infinity.

A dryad working with the party pursues one of the following goals.

Acceptance. Blur the threshold between Endercoast and the Feywild. It is time that the city accepts its new place in this world.

Assimilation. Overtake Endercoast with plants. The Tree of Infinity shall consume all in its wake, and Endercoast is the main obstacle in your path. You are nothing but an extension of the will of Dailili.

DRYAD TRAITS

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Alignment. Dryads are chaotic, but their chaos has direction, like roots growing from the base of a tree.

Age. Dryads can live indefinitely if they care for themselves well, sometimes up to five or six thousand years.

Speed. Your base walking speed is 30 feet.

Size. Dryads are surprisingly solid and heavy for their stature, which can be anywhere from thin like a twig to thick like a trunk. Your size is Medium.

Darkvision. You have Darkvision out to 60 feet.

Fey. Your type is fey instead of humanoid.

Fey Resistance. You are immune to the charmed condition.

Speak with Plants. Using your native language, Sylvan, you can communicate simple ideas with plants.

Dryad Magic. You know the *druidcraft* and *shillelagh* cantrips. Instead of a stick, you can use your arm for *shillelagh*. You can use this trait to cast *entangle* once. Starting at 3rd level, you can also cast *barkskin* once. You regain the use of expended spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read, and write Elvish and Sylvan.

FAERIES

The fey folk are mercurial in their desires. Those who identify as Seelie wish to remove the city from the Feywild. Ideally, this means teleporting it back, but if such a plan proves impossible, the eradication of the city and all who came with it may be necessary. Those who identify as Unseelie wish instead to turn the people of Endercoast against one another. The Unseelie can then reign over the ashes.

A faerie character may identify as either Seelie or Unseelie, which determines their goal.

Seelie. The faerie must investigate all avenues of removing the city from the Feywild. Nothing is off the table. Hopefully the matter can be resolved peacefully, but this is negotiable.

Unseelie. The faerie sows disagreement within the party, trying to drive a wedge between conflicting ideals.

FAERIE TRAITS

Ability Score Increase. Your Dexterity and Charisma scores increase by 1. Your Strength score is reduced by 2.

Alignment. Faeries are mischievous pranksters. They are as chaotic as one would expect.

Age. Faeries live for thousands of years, though it's very difficult to tell a faerie's age, as they all share a youthful exuberance.

Speed. Your base walking speed is 10 feet while Tiny and 25 feet while Small. You can fly up to 30 feet while Tiny as long as you are not wearing armour.

Size. You weigh less than a feather. Your size is Tiny. You require specialised weapons, armor, and equipment to suit your size, and while you are Tiny, you can only wield finesse weapons and ranged weapons, which deal damage only equal to 1 plus your Dexterity modifier for as long as you are Tiny. Using the Enlarge trait, many faeries present themselves to other races as Small creatures rather than Tiny to put them more at ease.

Enlarge. As a bonus action, you magically enlarge yourself into a Small creature or return to your original Tiny size. Your equipment is also enlarged or reduced to suit your size, except for magic items or any items the DM decides are unaffected. If there isn't enough space to grow, this trait has no effect.

Faerie Magic. You know the *druidcraft* cantrip. Starting at 3rd level, using this trait, you can cast *sleep* once, and when you reach 5th level, you can cast *invisibility* on yourself once. You regain the use of expended spells when you finish a long rest. Charisma is your spellcasting ability for these spells, and you can replace any verbal and material components with dust from your wings.

Fey. Your type is fey instead of humanoid.

Fey Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Fey Resistance. You are immune to the charmed condition.

Languages. You can speak, read, and write Elvish and Sylvan.

Subrace. Choose one of the following subraces: quickling, pixie, or sprite.

QUICKLINGS

You are the quickest of all faeries, barely a smudge in someone's eye.

Ability Score Increase. Your Dexterity score increases by 1.

Blurred Movement. Creatures have disadvantage on attacks of opportunity made against you.

Quick. Your base walking speed, both Tiny and Small, increases to 60 feet.

PIXIES

You are a trickster, an illusionist, and a sneak.

Ability Score Increase. Your Charisma score increases by 1.

Pixie Magic. You know the *dancing lights* and *minor illusion* cantrips, and when you reach 5th level, you can cast *invisibility* on yourself twice with your Faerie Magic trait, instead of once.

SPRITES

You are a proud little fighter with a strong moral compass.

Ability Score Increase. Your Dexterity score increases by 1.

Sprite Weapon Training. Due to your training alongside the eladrin elves, you are proficient in shortswords and shortbows.

Heart Sight. As an action, you touch a creature and magically sense its current emotional state. You can also choose to search further; the creature must make a Wisdom saving throw as if making a save against your Faerie Magic. On a failed save, you know its alignment. Celestials, fiends, and undead automatically fail this save.

FAERIE DRAGONS

You are the smallest and trickiest of all dragons. You have the same general outlook and goals as a faerie (IW 71).

FAERIE DRAGON TRAITS

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Alignment. You lean towards chaos, but dragons can be creatures of law as well, though it's unusual in the Feywild.

Speed. Your base walking speed is 10 ft., and you can fly 30 ft.

Size. Your size is Tiny.

Dragon. Your type is both dragon and fey. Your dragon body and tiny size prevents you from wielding most weapons and wearing most armor.

Euphoria Breath. As an action, you exhale a puff of euphoric gas at one creature within 5 feet of you. The target must make a Wisdom saving throw with a DC equal to 8 plus your proficiency bonus plus your Charisma modifier. For 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn, as per the table below. Each ongoing effect (other than the inability to take reactions) ends at the end of the target's turn, at which point it the target can repeat the save, ending all effects on a success. Once you've used this feature, you must finish a short or long rest before you can use it again.

Faerie Magic. You know the *dancing lights* cantrip. Starting at 3rd level, using this trait, you can cast *color spray* once. You regain the use of expended spells when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Draconic and Sylvan.

EUPHORIC BREATH EFFECT

d6 Effect

1	The target takes no action or bonus action and uses all of its movement to move in a random direction.
2	The target uses all of its movement to move in a random direction. It can otherwise act normally.
3	The target drops prone and immediately ends its turn.
4	The target takes the Dodge action and immediately ends its turn.
5	The target can act normally, but all its attack rolls are made with disadvantage and all saving throws against its spells and effects are made with advantage.
6	The target behaves normally.

KUO-TOAS

The fishy kuo-toa live in the Feydark, the caves that run through the marrow of the Feywild. They worship the archfey, who they believe are indistinguishable from gods. Many archfey are propped up only through the belief of their kuo-toa followers.

A kuo-toa that travels with the party has the following goal.

Blind Worship. Do everything in your power to bring glory to the archfey you serve.

KUO-TOA TRAITS

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Alignment. In the Feywild, kuo-toa tend to be neutral in alignment.

Age. Kuo-toa only live to about 50 years and come of age at about age 10. They are desperate to find meaning in their short lives, which usually means devoting themselves wholly to a deity of their own making.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

Size. The tallest of kuo-toa are about five feet, and the shortest are about four feet. Your size is Medium.

Amphibious. You can breathe air and water.

Darkvision. You have Darkvision out to 60 feet.

Otherworldly Perception. You can sense the presence and pinpoint the location of any creatures within 30 feet of you that are invisible or on the Ethereal Plane.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

Languages. You can speak, read, and write Kuo-Toa, and you can speak Elvish well enough to be understood.

SATYRS

Satyrs, goat-legged humanoids native to the feywild, live hedonistic lifestyles interrupted only by vicious bouts of violence. If you're lucky, the violence is against one another. If not, it's against anyone foolish enough not to compliment them on their musical talents.

A satyr that travels with the party has the following goal.

Make Merry. Tell jokes, drink wine, do crimes, and dance like nobody is watching. Stir the pot. There is nothing sadder than a bored satyr.

SATYR TRAITS

Ability Score Increase. Your Charisma score increases by 2, and your Strength score increases by 1.

Alignment. Satyrs hate the law.

Age. Satyrs are functionally immortal, but few live more than a century due to their lifestyle.

Speed. Your base walking speed is 35 feet.

Size. Satyrs stand between five and a half and seven and a half feet tall. Your size is Medium.

SATYRS

Satyrs have a reputation, but I'd sooner trust a satyr than a lawyer. Not a lot sooner, mind you.

Fey. Your type is fey instead of humanoid.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Musician. You have proficiency with Performance and two musical instruments of your choice. Most satyrs play the harp, the fiddle, the harmonica, or the pan pipes.

Natural Weapons. Your ram horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal 1d4 bludgeoning damage plus your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Languages. You can speak, read, and write Elvish and Sylvan.

STORMCLOUD MEPHITS

You are a creation of Tettlebug Moonflower, an elementally-charged being of storms. You might intend to spread Tettlebug's joy, or you might be a deserter.

Spreader of Joy. Your goal is to spread word of Tettlebug Moonflower, whom you adore.

Desertion. You've seen the truth -- Tettlebug Moonflower is ignorant of the danger she poses to the realm. She must be stopped.

STORMCLOUD MEPHIT TRAITS

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution increases by 1.

Alignment. You revel in the chaos of storms.

Age. You were created not long ago by Tettlebug Moonflower. She imbued you with the knowledge of all of her years.

Speed. Your base movement speed is 10 ft., and you can fly 30 ft. You hover while in flight.

Size. Your size is Small.

Cloud Breath. As an action, you exhale a puff of smoke at one creature within 5 feet of you. The target must make a Constitution saving throw with a DC equal to 8 plus your proficiency bonus plus your Constitution modifier. On a failed save, it takes one level of exhaustion. A creature with legendary actions or lair actions automatically succeeds on this saving throw.

Elemental. Your type is elemental instead of humanoid. Your elementally-charged body prevents you from wielding most weapons and wearing most armor.

Elemental Resistance. You have resistance to lightning, poison, and thunder damage, and you have advantage on saving throws against being poisoned.

Static. As a reaction when you take damage from a melee attack, you can deal 1 lightning damage to the attacker.

Languages. You can speak, read, and write Sylvan.

CLASSES

You can choose to play a character who gained their class abilities in the Material Plane, or one who draws their skills or magic from the Feywild, either being born in the Feywild or having their powers unlocked after they were spirited away. You ultimately decide where and how your character gained their abilities.

Remember that characters in this campaign start at 8th level, which means that you are an experienced, capable adventurer, one who is well-suited to the challenges ahead.

MATERIAL PLANE CLASSES

PLAYER'S HANDBOOK

All classes and subclasses from the player's handbook are appropriate for characters who became adventurers in the Material Plane. Even subclasses like the Archfey patron that would suggest a connection to the Feywild can be portrayed as originating from the Material Plane if you like.

You can also use any subclass from this book and re flavour it to suit the Material Plane instead of the Feywild.

FEYWILD CLASSES

PLAYER'S HANDBOOK

The following subclasses from the Player's Handbook potentially bear a connection to the Feywild and can represent the abilities of characters who draw their power or skills from within this plane.

- Path of the Spirit Totem Barbarian (PHB 46)
- Nature Domain Cleric (PHB 56)
- Circle of the Land Druid (PHB 64)
- Circle of the Moon Druid (PHB 64)
- Oath of the Ancients Paladin (PHB 82)
- Hunter Archetype Ranger (PHB 89)
- Beastmaster Archetype Ranger (PHB 89)
- Arcane Trickster Archetype Rogue (PHB 94)
- Wild Magic Bloodline Sorcerer (PHB 99)
- Archfey Patron Warlock (PHB 105)

XANATHAR'S GUIDE TO EVERYTHING

If your DM allows the use of this book, the following subclasses potentially bear a connection to the Feywild.

- Path of the Ancestral Guardian Barbarian (XGE 9)
- Path of the Storm Herald Barbarian (XGE 10)
- College of Glamour Bard (XGE 14)
- Circle of Dreams Druid (XGE 22)
- Circle of the Shepherd Druid (XGE 23)
- Arcane Archer Archetype Fighter (XGE 28)
- Scout Archetype Rogue (XGE 42)
- Storm Sorcery Bloodline Sorcerer (XGE 51)

TASHA'S CAULDRON OF EVERYTHING

If your DM allows the use of this book, the following subclasses potentially bear a connection to the Feywild.

- Path of the Beast Barbarian (TCE 24)
- Path of Wild Magic Barbarian (TCE 25)
- College of Creation Bard (TCE 28)
- Twilight Domain Cleric (TCE 34)
- Circle of Stars Druid (TCE 38)
- Circle of Wildfire Druid (TCE 39)
- Way of the Astral Self Monk (TCE 50)
- Oath of the Watchers Paladin (TCE 54)
- Fey Wanderer Archetype Ranger (TCE 58)
- Swarmkeeper Archetype Ranger (TCE 59)
- School of Bladewing Wizard (TCE 76)

INTO WONDERLAND

All subclasses from Into Wonderland are available for player characters in this adventure unless your DM decides otherwise.

- Path of Mercury Barbarian (pg. 15)
- Circle of Growth Druid (pg. 16)
- Survivalist Archetype Fighter (pg. 18)
- Way of Gardens Monk (pg. 19)
- Primal Warden Archetype Ranger (pg. 20)
- Lord Cals Patron Warlock (pg. 22)
- Cirrus Patron Warlock (pg. 23)
- Dailili Patron Warlock (pg. 24)
- Tettlebug Moonflower Patron Warlock (pg. 25)
- School of Witchcraft Wizard (pg. 26)

PATH OF MERCURY

Barbarians in the Feywild surrender wholly to chaos.

MERCURY RAGE

Starting when you take this path at 3rd level, your rages propel you into a flurry of senseless carnage, embracing the primordial backdrop of life in the multiverse.

Choose six Mercury Actions (listed on the next page) and label them with the numbers 1-6. While raging, you can use your action to take a Mercury Action. Roll a d6 twice and choose either result, taking the corresponding Mercury Action. Mercury Actions have the following extra rules.

- If the action forces a creature to make a saving throw, the DC is 8 + your Wisdom modifier + your proficiency bonus.
- You don't benefit from your Extra Attack feature if the action allows you to make an attack.
- If an action is impossible to take, you instead waste the action.
- You can change your chosen options when you finish a long rest.
- Your Mercury Rage does not prevent you from taking other actions otherwise available to you, such as to Attack or to Dash, unless you have already rolled for a Mercury Action.

MERCURY ACTIONS

Beast Shape. You take the form of a beast of CR 1/4 or lower that you have seen before. Your equipment melds into your new form and you retain your Intelligence, Wisdom, and Charisma scores, your alignment, your personality, and your class features. You can then take one of the beast's available actions. You return to your original form at the beginning of your next turn, if your rage ends, or if the beast form is reduced to 0 hit points. Any excess damage carries over to your original form.

Challenge. A creature of your choice that you can see within 60 feet of you that can see and hear you must make a Wisdom saving throw; on a failed save, until the end of its next turn, the target has disadvantage on attack rolls against creatures other than you, and it can't willingly move further away from you. Whether the target succeeds or fails, you can then make one attack.

Charge. You target a creature you can see at minimum 20 feet away and move up to your speed towards it, then make a melee weapon attack against it if you're in range. This doesn't count as expended movement on your turn. On a hit, the target takes an additional 3d8 damage and, if the creature is Large or smaller, it must succeed on a Strength saving throw or be knocked prone.

Escape. You take the Dodge, Disengage, and Dash actions.

Flurry. You make three melee weapon attacks. Starting at 5th level, you make four melee weapon attacks.

Frighten. Each creature within 30 feet of you that can see or hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

Grow. You cast *enlarge/reduce* on yourself, using the enlarge option. You can then make one melee weapon attack. The spell ends at the end of your next turn or when your rage ends.

Power Strike. You make one melee weapon attack against a target that you can see. You gain a +2 to the attack roll, and on a hit, the attack is considered to be a critical hit.

Rally. Two allies of your choice within 30 feet of you that can see and hear you can use their reaction to make one weapon attack. If they do so, they have advantage on the attack roll.

Rejuvenate. You regain hit points equal to 1d12 + your Constitution modifier and you gain 1d12 temporary hit points.

Teleport. You magically teleport up to 120 feet to an empty space that you can see. If you teleport within 5 feet of a creature, you can then make one melee weapon attack against it. Starting at 5th level, you can make two melee weapon attacks against that creature.

Wild Magic Surge. You roll on the Wild Magic Surge table (PHB 104), with the following changes.

1. A result of 21-22 instead refers to any effect originating from you that requires the target to make a saving throw, rather than a spell you've cast.
2. A result of 27-28 instead allows you to make one melee weapon attack as a bonus action each round for 1 minute.
3. A result of 33-34 instead maximises the damage of the next attack you hit with in the next minute.
4. A result of 59-60 instead replenishes one use of your rage.
5. Any ongoing effects end when your rage ends.

MERCURY RISING

Your Mercury Rage improves at 6th level: instead of rolling a d6 twice, you roll a d8 twice. Choose one additional option to be labelled number 7.

When you roll an 8, you can choose to reroll that die and then take the Mercury Action of both dice, potentially taking two actions on your turn instead of one. If you would take the same Mercury Action twice, you instead waste the second action.

If at any point the result of both dice is 8, you don't reroll them and instead take one mercury action of your choice, which can be any action from the full list, not just from the seven you've chosen.

MERCURY STRAINING

Your Mercury Rage improves again at 10th level: when you roll an 8 when determining your Mercury Action, instead of rerolling the die, you can choose to instead select any Mercury Action from the full list, not just from the seven you've chosen. You take this action in addition to the action corresponding to the other die (i.e. two actions total).

MERCURY BREAKING

Your Mercury Rage improves a final time at 14th level: instead of rolling a d8 twice, you roll a d10 twice. A roll of 9 or 10 is treated the same as an 8.

CIRCLE OF GROWTH

Druids of the Circle of Growth promote the unrestrained expansion of the Feywild's endless forests. Once the entire Feywild is choked with vines, they will move onto other realms.

COMBAT WILD SHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

CIRCLE FORMS

Starting at 2nd level, you can use your Wild Shape to transform into a plant. You must otherwise follow the limitations in the Beast Shapes table.

Starting at 4th level, you can transform into a plant with a challenge rating as high as your druid level divided by 4, rounded down, ignoring the Max CR column in the Beast Shapes table. Common plant forms are included in the Plant Shapes table on the next page.

Some new plants are included at challenge ratings otherwise not accounted for in the Monster Manual. These new plants are marked with an asterisk* and are included in Into Wonderland as statblocks for use with your Wild Shape. Each new plant has rules for how it interacts with your Wild Shape.

PLANT SHAPES

Plant	Challenge Rating
Awakened Shrub (MM 317)	0
Twig Blight (MM 32)	1/8
Needle Blight (MM 32)	1/4
Vine Blight (MM 32)	1/2
Awakened Creeper* (IW 209)	1
Awakened Tree (MM 317)	2
Awakened Trapper* (IW 211)	3
Awakened Oak* (IW 210)	4
Shambling Mound (MM 270)	5

If you have access to Volo's Guide to Monsters, you can also transform into the following plants with your DM's permission.

ADDITIONAL PLANT SHAPES

Plant	Challenge Rating
Vegepygmy (VGM 196)	1/4
Thorny (VGM 197)	1
Vegepygmy Chief (VGM 196)	2
Wood Woad (VGM 198)	5

AWAKENED CREEPER

If you are charmed, frightened, or have levels of exhaustion when you Wild Shape into an awakened creeper, these conditions (and the amount of time you've had each condition) are suspended while in Wild Shape, but resume when you return to your original form if the conditions are still relevant, up to the DM's discretion.

AWAKENED TRAPPER

If you've taken the form of an awakened trapper and have a creature swallowed while reverting back to druid form, the swallowed creature is no longer restrained by you and is ejected prone into an empty space within 5 feet of you.

AWAKENED OAK

You can use the awakened oak's Innate Spellcasting trait to cast the oak's spells while in Wild Shape.

SHAMBLING MOUND

Refer to the stipulations of the awakened creeper.

THORNIES, VEGEPYGMIES, WOOD WOADS

If your Regeneration trait is active, you still return to your original form when you are reduced to 0 hit points, but excess damage doesn't carry over.

CIRCLE SPELLS

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to plants.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF GROWTH SPELLS

Druid Level Circle Spells

3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>blight, grasping vine</i>
9th	<i>awaken, tree stride</i>

FLORAL AURA

Starting at 6th level, while using your Wild Shape to take the form of a plant, you release a pleasant-smelling aura in a 30-foot radius. You and creatures of your choice within the radius receive one of the following benefits of your choice for as long as they stay within range. You can choose a different benefit each time you use your Wild Shape.

Armor of Barkness. A target's skin develops a rough, bark-like texture. If a target isn't wearing armor, its AC increases by 1.

Clear Heads. A target has advantage on saving throws to resist being charmed or frightened or to end such an effect on themselves.

Photosynthesis. A target gains 1d6 temporary hit points when it starts its turn in direct sunlight.

Rooted Defense. Other creatures provoke an opportunity attack from your targets when they enter the target's reach.

TREANT WILD SHAPE

Beginning at 10th level, you can expend two uses of Wild Shape at the same time to transform into a treant. The following additional rules apply.

- Any animated trees you create with the treant's Animate Trees action give off the same Floral Aura that you do.

- Your treant form and its animated trees don't have hit points. Instead, each time you or your animated trees take damage, you must succeed on a Constitution saving throw with a DC equal to 10 or to half the amount of damage taken, whichever is higher. You have advantage on the save if the damage is bludgeoning or piercing, and disadvantage if the damage is fire. On a successful save, the DC increases by 2 for future saves, stacking for each successive save. On a failed save, you revert back to your druid form and any animated trees you've created turn back into inanimate trees, taking root if possible. Your druid form does not take the damage that caused you to revert.

Once you have used this feature, you can't use it again until you have finished a long rest.

ANIMATE PLANTS

Starting at 14th level, you can summon forth plants to do your bidding. As an action, you animate and take control of inanimate plants within 60 feet of you. You have a pool of 8 points you can spend, choosing plants from the Animate Plants table to animate. You can take this action (and any subsequent bonus actions to control the animated plants) even while transformed by Wild Shape.

Each inanimate plant you choose becomes its animated counterpart under your control, and its Intelligence, Wisdom, and Charisma scores are 5, unless they are already 5 or lower. As a bonus action on each of your turns, you can mentally command any plant you've animated with this feature if the creature is within 120 feet of you (if you control multiple plants, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the plant will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the plant only defends itself against hostile creatures. Once given an order, the plant continues to follow it until its task is complete. The plant is under your control for 1 hour, after which it becomes an inanimate plant again and takes root if possible.

Once you have used this feature, you must finish a long rest before you can use it again.

ANIMATE PLANTS		
Inanimate Plant	Animated Plant	Points
Small shrub	Awakened Shrub	1
Small pile of loose twigs	Twig Blight	2
Small pile of loose needles	Needle Blight	3
Medium mass of creeping vines	Vine Blight	4
Gargantuan mass of creeping vines	Awakened Creeper	6
Huge tree	Awakened Tree	8

If you have access to Volo's Guide to Monsters, you can also animate the following plants.

ANIMATE MORE PLANTS

Inanimate Plant	Animated Plant	Points
Small thicket of thorns	Vegepygmy	4
Medium thicket of thorns	Thorny	6
Small thicket of thorns	Vegepygmy Chief	8

SURVIVALIST

Survivalist fighters don't battle the storm. They weather it. Engaging with a survivalist in combat leaves an enemy gasping for breath from attrition after a long and hard-fought battle while the fighter slips away, no worse for wear.

KEEP MOVING

Starting at 3rd level, you are steady and consistent over long distances and suffer less from the strains of both travel and combat. You ignore any detrimental effects of difficult terrain, you have advantage on Constitution saving throws, and when you take a long rest, you require only half the normal amount of time you would otherwise need.

PADDED ARMOUR MASTER

Starting at 3rd level, when you wear padded armour, your AC is 16 plus your Constitution modifier, you have resistance to cold and fire damage, and padded armour doesn't give you disadvantage on your Dexterity (Stealth) checks.

LET ME CATCH MY BREATH

Starting at 7th level, when you spend hit dice to heal yourself, you regain the maximum amount possible from each die. Additionally, as an action, you can spend two hit dice to immediately gain the effects of a short rest. You do not gain hit points from the hit dice you spend to trigger this feature, but you can immediately spend additional hit dice to heal yourself.

SURE FOOTING

Starting at 10th level, when you wear padded armour, your AC is 18 plus your Constitution modifier. Additionally, you have advantage on Strength and Dexterity saving throws, plus advantage on saving throws and ability checks to avoid being knocked prone or to avoid or escape from a grapple.

EXTRA PADDING

Starting at 15th level, while you're wearing padded armour, any critical hit against you becomes a normal hit, and you have immunity to cold and fire damage.

SURVIVOR

Starting at 18th level, at the start of each of your turns in combat, you regain hit points equal to 5 + your Constitution modifier (minimum of 1 hit point). You don't gain this benefit if you have 0 hit points or if you have more than half of your hit points left.

WAY OF GARDENS

Monks who follow the Way of Gardens complete a long hermitage of solitude in the twisting forests of the Feywild, where they learn to become one with all living things. To a gardener, a creature is not a distinct entity, but part of a larger whole. Our actions have far-reaching consequences.

UNFORESEEN CONSEQUENCES

Starting at 3rd level, after hitting a target with an unarmed strike, each subsequent hit with an unarmed strike on the target for the next minute deals an additional 1 poison damage. The minute resets after each hit.

SPELLCASTING

When you reach 3rd level, your connection with nature allows you to summon forth magical effects.

SPELL SLOTS

The Gardens Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level druid spells of your choice.

The Spells Known column of the Gardens Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells, since they rely on your connection with nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

GARDEN SPELLCASTING TABLE

Monk Level	Spells Known	1st-Level Slots	2nd-Level Slots	3rd-Level Slots	4th-Level Slots
3	3	2	-	-	-
4	4	3	-	-	-
5	4	3	-	-	-
6	4	3	-	-	-
7	5	4	2	-	-
8	6	4	2	-	-
9	6	4	2	-	-
10	7	4	3	-	-
11	8	4	3	-	-
12	8	4	3	-	-
13	9	4	3	2	-
14	10	4	3	2	-
15	10	4	3	2	-
16	11	4	3	3	-
17	11	4	3	3	-
18	11	4	3	3	-
19	12	4	3	3	1
20	13	4	3	3	1

TREE HUGGER

Starting at 6th level, you can shield your allies from harmful effects. When a creature other than yourself within 30 feet of you that you can see takes bludgeoning or piercing damage, you can use your reaction to shield the target with your ki, forming an instantaneous protective layer of bark. You spend 2 ki and the target has resistance to the damage of the attack or effect.

HARMONY

Starting at 11th level, your ki flows through all creatures. When you cast a spell, you can treat any friendly creature within 30 feet of you as the origin of your spell. You provide all other aspects of the spell.

ONE WITH ALL

Starting at 17th level, when you die, you can transfer your consciousness to a willing beast or plant within 1 mile of the location you died. Over a period of 24 hours, the chosen beast or plant transforms into the form you took when you died, merging both of your consciousnesses together. While transforming, you are incapacitated and have 1 hit point. If you are reduced to 0 hit points while transforming, you die and can't resurrect yourself through this method until you return to life through other means.

After returning to life using this feature, you gain one proficiency or language of your choice, as well as one personality trait, ideal, bond, or flaw of the DM's choice. These should be related to the beast or plant that you chose.

PRIMAL WARDEN

As a ranger of the natural world and an expert at living at one with the land, it is the duty of a Primal Warden to extend protection to anyone who is an ally of the forests, and to strike down any who threaten the natural order of things.

SPELLCASTING

When you reach 3rd level, you replace your ranger spellcasting feature with this feature and replace your ranger spell list with the Primal Warden spell list. Instead of referring to the Ranger table for your spell slot progression, you refer to the Primal Warden Spellcasting Table.

Cantrips. You learn two cantrips from the primal warden spell list. You learn additional primal warden cantrips of your choice at higher levels, as shown in the Cantrips Known column of the primal warden spellcasting table.

Spell Slots. The Primal Warden Spellcasting table shows how many spell slots you have to cast your primal warden spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *absorb elements* and have a 1st-level and a 2nd-level spell slot available, you can cast *absorb elements* using either slot.

Preparing and Casting Spells. The primal warden spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of spells that are available for you to cast, choosing from the primal warden spell list. When you do so, choose a number of spells equal to your Wisdom modifier + your ranger level (minimum 1). The spells must be of a level for which you have spell slots.

For example, if you are a 7th-level ranger, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include five spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *absorb elements*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

PRIMAL WARDEN SPELLCASTING TABLE

Level	Cantrips Known	1st-Level Slots	2nd-Level Slots	3rd-Level Slots	4th-Level Slots	5th-Level Slots
3rd	2	3	—	—	—	—
4th	2	3	—	—	—	—
5th	2	4	2	—	—	—
6th	2	4	2	—	—	—
7th	2	4	3	—	—	—
8th	2	4	3	—	—	—
9th	2	4	3	2	—	—
10th	3	4	3	2	—	—
11th	3	4	3	3	—	—
12th	3	4	3	3	—	—
13th	3	4	3	2	1	—
14th	3	4	3	2	1	—
15th	3	4	3	2	2	—
16th	3	4	3	3	2	—
17th	3	4	3	3	3	1
18th	3	4	3	3	3	1
19th	3	4	3	3	3	2
20th	3	4	3	3	3	2

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Focus. You can use a druidic focus (found in chapter 5) as a spellcasting focus for your primal warden spells.

Spellcasting Ability. Wisdom is your spellcasting ability for your primal warden spells, since you learn your spells through your connection to nature.

You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a primal warden spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

GUARDIAN GROVE

Starting at 7th level, if you and your companions take a short rest outside in the wilderness, you can shield the group from view. In a 20-foot radius around a point you choose, you extend a sheen of restfulness and safety. No noise penetrates from inside the radius to the outside unless you allow it, smoke or other environmental effects from within the radius are harmlessly and invisibly dispersed, each creature of your choice within the radius gains a +10 to the results of their Dexterity (Stealth) checks (unless already under the effects of *pass without trace*), and if a creature within the radius spends a hit die to regain health, they can roll the hit die twice and take either result.

PRIMAL SHAPES

Starting at 11th level, you can use this feature to cast *alter self*, *gaseous form*, *meld into stone*, and *polymorph* innately, without requiring components and targeting only yourself. Wisdom is your spellcasting ability for these spells. After casting one of these spells, you can't cast the same spell again using this feature until you finish a long rest.

RESOURCEFULNESS

Beginning at 15th level, you can cast a spell from your primal warden spell list that you do not have prepared, expending a spell slot as normal. Once you have done this, you must complete a short or long rest before you can do so again.

PRIMAL WARDEN SPELL LIST

CANTRIPS (0 LEVEL)

Druidcraft
Guidance
Mending
Mold Earth
Resistance
Thunderclap

1ST LEVEL

Absorb Elements
Alarm
Animal Friendship
Beast Bond
Cure Wounds
Detect Magic
Detect Poison and Disease
Entangle
Ensnaring Strike
Fog Cloud
Goodberry
Hail of Thorns
Hunter's Mark
Jump
Longstrider
Speak With Animals

2ND LEVEL

Animal Messenger
Barkskin
Beast Sense
Cordon of Arrows
Darkvision
Earthbind
Enhance Ability
Heat Metal
Lesser Restoration
Locate Animals or Plants
Locate Object
Pass Without Trace
Protection from Poison
Silence
Spike Growth
Warding Wind

3RD LEVEL

Conjure Animals
Conjure Barrage
Daylight
Dispel Magic
Flame Arrows
Lightning Arrow
Meld Into Stone
Nondetection
Plant Growth
Protection from Energy
Speak with Plants
Wall of Water
Water Breathing
Water Walk
Wind Wall

4TH LEVEL

Confusion
Conjure Woodland Beings
Control Water
Dominate Beast
Freedom of Movement
Giant Insect
Grasping Vine
Hallucinatory Terrain
Locate Creature
Polymorph
Stoneskin
Wall of Fire
Watery Sphere

PRIMAL WARDENS

Only thing more dangerous than a druid is a druid with a quiver of arrows and a mean streak.



5TH LEVEL

Awaken
 Commune with Nature
 Conjure Volley
 Contagion
 Control Winds
 Greater Restoration
 Insect Plague
 Maelstrom
 Reincarnate
 Swift Quiver
 Tree Stride
 Wall of Stone

WARLOCK PATRONS

The archfey featured in this book -- Lord Cals, Cirrus, Dailili, and Tettlebug Moonflower -- can use the archfey patron warlock subclass for their pacts with player characters. However, to distinguish them, you can instead swap out features granted by the archfey patron subclass for new features specific to the archfey from this book.

Each new patron also has an expanded spell list. You can select your warlock spells as you please from the warlock list, from the generic archfey expanded spell list, and/or from the expanded spell lists of the new patrons. The generic archfey expanded spell list is reproduced here for ease of use.

ARCHFEY EXPANDED SPELLS

Spell Level	Spells
1st	<i>faerie fire, sleep</i>
2nd	<i>calm emotions, phantasmal force</i>
3rd	<i>blink, plant growth</i>
4th	<i>dominate beast, greater invisibility</i>
5th	<i>dominate person, seeming</i>

If one of the characters in your party has chosen an archfey from the book as their patron, the whole party might start at a relationship of 1 with that patron's court. The court bonuses are reproduced in this section for ease of use.

LORD CALS

Lord Cals of the Litter and the Peat is an ancient archfey, perhaps older than the Feywild itself. He is as patient as the winds that flatten a mountain. He is as determined as a root that grows in a crack in a stone. He waits, sometimes for millennia, as eventually all good things shall fall into his lap. Lord Cals knows that the problem of Endercoast will soon go away. He only has to nudge it along.

LORD CALS EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements, sanctuary</i>
2nd	<i>warding bond, zone of truth</i>
3rd	<i>aura of purity, slow</i>
4th	<i>death ward, guardian of faith</i>
5th	<i>antilife shell, geas</i>

FEY PRESENCE

Lord Cals uses the 1st-level Fey Presence feature of all archfey.

EVER WAITING

Beginning at 6th level, you don't need to use your concentration to ready a spell.

HALT THE IMPUDENT

Starting at 10th level, after a creature makes a melee attack roll against you, you can use your reaction to prevent the creature from making any further melee attacks against you until the end of its turn.

DARK DELIRIUM

Lord Cals uses the 14th-level Dark Delirium feature of all archfey.

LORD CALS PATRON BONUSES

The party's relationship with Lord Cals and his court begins at 1 instead of 0.

Relationship	Bonus (or Detriment)
-1 Hustlers	The party has disadvantage on initiative rolls due to a curse from Lord Cals.
0 Mayflies	No effect.
1 Observers	The party draws from the same pool of available spells. Spells unavailable to one party member also become unavailable to the rest. Their shared spell save DC is 8 + proficiency bonus. The party can cast the following spells innately. 1/day each: <i>comprehend languages, dispel magic, hold person, protection from evil and good, sanctuary, slow, tongues, zone of truth</i>
2 Wanderers	The party receives the above benefit as well as the following magic item: Ioun Stone, Reserve (DMG 176).



FRIGHTFUL MAGIC

Starting at 10th level, when a creature fails a saving throw against your spell of 3rd level or higher, the creature also becomes frightened of you until the end of your next turn.

DARK DELIRIUM

Cirrus uses the 14th-level Dark Delirium feature of all archfey. The hallucinatory realm resembles a twisted circus.

CIRRUS THE JESTER

Cirrus the Jester is a trickster spirit. They tell jokes to soothe their addled, sickened mind. But nothing suffices. Cirrus can shapeshift at will into any mortal that has ever laughed at their jokes.

CIRRUS EXPANDED SPELLS

Spell Level	Spells
1st	<i>grease, Tasha's hideous laughter</i>
2nd	<i>magic mouth, pyrotechnics</i>
3rd	<i>haste, speak with dead</i>
4th	<i>compulsion, confusion</i>
5th	<i>mislead, modify memory</i>

FEY PRESENCE

Cirrus uses the 1st-level Fey Presence feature of all archfey.

PENNY CIRCUS

Beginning at 6th level, when a creature hits you with an attack and it can see and hear you, you can use your reaction to force it to make a Wisdom saving throw against your spell save DC. On a failed save, the creature is frightened of you until the end of your next turn. You can use this feature a number of times equal to your Charisma modifier. You regain expended uses upon the completion of a long rest.

CIRRUS PATRON BONUSES

The party's relationship with Cirrus and their court begins at 1 instead of 0.

Relationship	Bonus (or Detriment)
-1 Critics	Due to a curse from Cirrus, each time a party member is knocked prone, they must succeed on a DC 15 Wisdom saving throw or fall under the spell of <i>Tasha's hideous laughter</i> .
0 Audience Members	No effect.
1 Fans	All party members gain proficiency in Performance while performing together as a group. If a party member already has proficiency in Performance, they can add +1 to their Performance checks (whether with their party or elsewhere).
2 Performers	The party receives the above benefit as well as the following magic item: Hat of Disguise (DMG 173).

DAILILI

Dailili was once a dryad whose many children in the material realm were cut down by an overzealous woodsman. She slew the woodsman but was banished to the Feywild for the crime of murder. In the Feywild, she grew to the power of an archfey on spite alone. She now sits on her rooted throne, plotting her revenge, growing ever stronger. A tree has sprouted from her fey court, an extension of her very will, that is fated to consume all of existence.

DAILILI EXPANDED SPELLS

Spell Level	Spells
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1st	<i>ensnaring strike, hail of thorns</i>
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2nd	<i>barkskin, spike growth</i>
-----	-------------------------------

3rd	<i>daylight, speak with plants</i>
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4th	<i>blight, grasping vine</i>
-----	------------------------------

5th	<i>awaken, tree stride</i>
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DAILILI PATRON BONUSES

The party's relationship with Dailili and her court begins at 1 instead of 0.

Relationship	Bonus (or Detriment)
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-1 Parasites	All natural terrain is difficult terrain for the party due to a curse from Dailili.
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0 Food Sacks	No effect.
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1 Planters	The party draws from the same pool of available spells. Spells unavailable to one party member also become unavailable to the rest. Their shared spell save DC is 8 + proficiency bonus. The party can cast the following spells innately.
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	1/day each: <i>barkskin, entangle, grasping vine, hail of thorns, plant growth, speak with plants, spike growth</i>
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2 Wardens	The party receives the above benefit as well as the following magic item: Bag of Beans (DMG 152).
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TANGLING ROOTS

At 1st level, you learn the 1st-level spell *entangle* if you don't know it already. You can cast *entangle* at will.

SPLITTING EARTH

Starting at 6th level, as a bonus action, you can activate or deactivate this feature. While activated, natural ground in a 15-foot radius around you becomes difficult terrain for creatures other than you and up to 6 creatures of your choice.

BEGUILING DEFENSES

Dailili uses the 10th-level Beguiling Defenses feature of all archfey.

INFINITE SOUL

Beginning at 14th level, you gain temporary hit points equal to half your level at the start of each of your turns if you are standing on natural ground and aren't incapacitated.

TETTLEBUG MOONFLOWER

The pixie Princess of Dewdrops brings rain, fog, and chill in her endless dance, wreaking havoc across the Feywild as she revels in the melancholy of distant thunder.

TETTLEBUG EXPANDED SPELLS

Spell Level	Spells
1st	<i>heroism, thunderwave</i>
2nd	<i>find steed, shatter</i>
3rd	<i>call lightning, conjure animals</i>
4th	<i>conjure woodland beings, storm sphere</i>
5th	<i>control winds, reincarnate</i>

WINGCLAP

At 1st level, you learn the cantrip *thunderclap*. For you, the range of this cantrip is a 15-foot radius around you, and you can choose to make it silent to all but those who fail their save against it.

MISTY ESCAPE

Tettlebug Moonflower uses the 6th-level Misty Escape feature of all archfey.

BEGUILING DEFENSES

Tettlebug Moonflower uses the 10th-level Beguiling Defenses feature of all archfey.

LIMITLESS CHEER

Beginning at 14th level, you are immune to the charmed and frightened conditions, and magic can't put you to sleep. You also learn the spell *freedom of movement*, which you can cast once without expending a spell slot. Once you've cast the spell in this way, you must finish a short or long rest before you can do so again.

TETTLEBUG PATRON BONUSES

The party's relationship with Tettlebug Moonflower and her court begins at 1 instead of 0.

Relationship	Bonus (or Detriment)
-1 Meanies	The party is magically deafened every day from dawn until twilight due to a curse from Tettlebug.
0 Boors	No effect.
1 Friends	Each party member succeeds on all nonmagical weather-related saving throws and is immune to nonmagical weather-related damage as long as they are within 30 feet of another party member.
2 Best Friends!	The party receives the above benefit as well as the following magic item: Instrument of the Bards, Anstruth Harp (DMG 205). A party member can spend 4 weeks of downtime learning to play the harp from Greta in the Church of Her Inimitable Joyousness (IW 13) or Hermione Galanodel in the Sentinels of Equity Headquarters (IW 18); they become fully proficient after 4 weeks as the Anstruth Harp magically enhances their learning.

OTHER ARCHFEY

If a warlock in your party has made a pact with an archfey not included here, the party can still benefit from patron bonuses as follows.

GENERIC PATRON BONUSES

The party's relationship with the archfey and its court begins at 1 instead of 0.

Relationship	Bonus (or Detriment)
-1 Enemies	Each party member has disadvantage on saving throws against spells due to a curse from the archfey.
0 Ignorants	No effect.
1 Allies	When a party member is within 10 feet of another party member, both party members have advantage on saving throws against spells and magical effects.
2 Family	The party receives the above benefit as well as the following magic item: Robe of Useful Items (DMG 195).



SCHOOL OF WITCHCRAFT

Not all wizards learn their practice in an academy. A witch learns their trade by stealing, hiding, squirreling themselves away for months and years alone. They may not have had the means to pay for their tuition, or perhaps they were banned or expelled. Witches thrive in small communities where they cure the sick, guard the walls, chase out intruders, care for the land, and pursue their magical interests in their own way.

BONUS CANTRIPS

When you become a witch, you learn one of the following cantrips: *druidcraft*, *guidance*, *resistance*, or *thorn whip*. Whenever you learn a new wizard cantrip, you can add these cantrips to the list you can choose from.

EXPANDED SPELL LIST

When you pick your wizard spells, you can add the following spells to the wizard spell list. These spells are considered to be wizard spells for you.

WITCH EXPANDED SPELLS

Spell Level	Spells
1st	<i>bane</i> , <i>goodberry</i>
2nd	<i>lesser restoration</i> , <i>protection from poison</i>
3rd	<i>plant growth</i> , <i>speak with dead</i>
4th	<i>conjure woodland beings</i> , <i>death ward</i>
5th	<i>awaken</i> , <i>contagion</i>
6th	<i>conjure fey</i>
7th	<i>regenerate</i>
8th	<i>animal shapes</i>
9th	<i>storm of vengeance</i>

POTIONS

Starting when you take this subclass at 2nd level, as part of a short or long rest, you can spend one hour brewing a potion using a cauldron or a pot, magically creating the bottle for the potion as you do so. You can infuse the potion with the effects of a spell of 3rd level or lower that you have prepared by expending the material components of the spell, half a gallon of water (most is boiled off), and extra potion components detailed below.

If the spell requires a creature to target, a creature becomes targeted by the spell either by drinking the potion or having its contents splashed on it. If the potion is drunk, the target has disadvantage on any saving throws they must make as part of the spell.

You know when a creature drinks your potion. You can choose to cast the spell originating from the drinker (you provide all other components). Otherwise, the drinker is targeted by the spell as normal.

When splashing a creature with your potion, you have a reach of 5 ft. and a range of 30/90 feet. The splasher uses your spell attack bonus or their own attack bonus, whichever is higher. On a hit, the potion splashes its contents over the target and shatters. On a miss, it shatters without effect.

Once the potion has been drunk, emptied, shattered, or left unused for 14 days, it is no longer infused and its magic fades. If it still has liquid in it, the liquid becomes clean water. You can have a number of potions infused at once equal to your Intelligence modifier.

EXTRA POTION COMPONENTS

Each time you brew a potion, you must expend more than just the infused spell's components. Roll on the Extra Potion Components table or pay another price given to you by your DM. If you can't obtain these extra components before the end of your rest, the potion fails to brew. The components are destroyed (if possible) in the creation of the potion.

EXTRA POTION COMPONENTS

d8	Component
1	A memory.
2	The life of a beast.
3	A weapon that has tasted blood.
4	A lost item, still being searched for.
5	A lock of hair.
6	A kiss, and a promise.
7	The dying words of an enemy.
8	A minute of contemplation.

WITCH'S FAMILIAR

At 2nd level, the spell *find familiar* appears in your spell book if you don't have it already, and you can ignore the material components for the spell. You always have this spell prepared, and it doesn't count towards your prepared spells.

WITCH'S COVEN

At 6th level, you form a coven with your party. Choose up to 6 allies you can see; they become new coven mates. A new coven mate must agree to be part of the coven and undergo a 1-hour ritual as detailed below.

After finishing a long rest, you can choose to remove coven mates from your coven, or add new ones if you have fewer than six. The maximum number of people in a coven is six. Speak to your DM if you want them to waive this restriction.

You gain a two-way telepathic connection to your coven mates up to 60 feet away, and coven mates can telepathically communicate with each other as long as they are each within 60 feet of you. You can cast any of your spells as though they originated from any coven mate of your choice, except spells with a range of self, as long as they are on the same plane of existence as you and you otherwise fulfill the spell's requirements. You provide all other components of the spell.



COVEN RITUAL

"Repeat after me: My arm is your arm."

"My arm is your arm," they repeat.

"My thoughts are your thoughts."

"My thoughts are your thoughts," they repeat.

"My heart is your heart."

"My heart is your heart," they repeat.

"Now, give me your hand so that it may point true."

They hold out a hand. The witch slices their palm and drinks the blood.

"Bend down your head so that it will know truth."

They bend down their head. The witch plucks a strand of hair and tucks it behind an ear.

"Call past the wind so we know where it blew. Do you accept?"

"I do!" they call.

"Then we are one. We are true."

WITCH'S HUT

From 10th level, you can extend your hospitality to your coven. At the start of a short or long rest, you can touch a point on the ground to raise up your hut from the earth. Your hut is a 30 foot by 30 foot single-story building made of magically-reinforced wood. While within your hut, you and your coven mates gain the maximum amount of healing from hit dice, and you are alerted if creatures approach the hut with ill intent. At the end of the rest, your hut grows legs, spits everyone out, and walks away. It disappears into its own private pocket dimension after a minute.

ANIMATOR

At 10th level, the spells *unseen servant*, *mouse* (IW 95), and *animate objects* appear in your spell book if you don't have them already. You always have these spells prepared, and they don't count towards your prepared spells.

COMBAT BREWING

Starting at 14th level, you can instantly brew potions mid-combat. While initiative has been rolled, you can use your action to brew a potion, infusing it with any spell you have prepared. You must expend the material components of the spell as well as one extra potion component of your choice from the list above. The potion materialises in your empty hand. As part of the action you took to brew the potion, you can drink it, splash it, or pass it to an ally within 5 feet of you.

You can brew a potion in this way even if you already have your maximum number of potions infused. Unlike other potions, this potion loses its infusion after 1 minute. Once you have used this feature, you must finish a short or long rest before you can do so again.

POTION MASTERY

Also starting at 14th level, you can infuse your potions with any spell you have prepared.

CUSTOMISATION

WHAT YOU LEFT BEHIND

As a Material plane native, why is it important to return to the Material Plane? Why risk these expeditions into the Feywild?

Discuss the answer to these questions with your DM. You can decide on your own answer, or roll on the Reason to Return table.

REASON TO RETURN

d6 What You Left Behind

- | | |
|---|---------------------------|
| 1 | A dream of a better life. |
| 2 | A family. Your children. |
| 3 | Your true love. |
| 4 | An item of great value. |
| 5 | A promise unfulfilled. |
| 6 | Revenge. |

WHAT YOU WILL LEAVE

As a Feywild native, why is it important to leave the Feywild? Why have you begun to settle in Endercoast?

Discuss the answer to these questions with your DM. You can decide on your answer, or roll on the Reason to Leave table.

REASON TO LEAVE

d6 What You Will Leave

- | | |
|---|--|
| 1 | A life of uncertainty and pain. |
| 2 | A family you would not have chosen for yourself. |
| 3 | An arranged marriage. |
| 4 | A cursed item. |
| 5 | An oath you regret taking. |
| 6 | An order of banishment. |

WHY YOU JOINED

The Feywild can be a vast and lonely place. Why have you chosen to join with a party of adventurers? What can you offer the party? What can they offer you?

Discuss the answer to these questions with your DM. You must decide for your own benefit why the character you play is appropriate for this adventure and deserves to be in the party.

A character in the party must be willing to delegate responsibility, to allow others to have the spotlight, and to accept that failure in this land of chaos is not only inevitable but frequent. Such is the way of life in the Feywild.

BACKGROUNDS

ENDERCOAST BACKGROUNDS

The following backgrounds from the PHB are appropriate to represent characters who live in Endercoast.

- Acolyte (PHB 127)
- Charlatan (PHB 128)
- Criminal (PHB 129)
- Entertainer (PHB 139)
- Guild Artisan (PHB 132)
- Guild Merchant (PHB 133)
- Noble (PHB 135)
- Sage (PHB 137)
- Urchin (PHB 141)

In addition, the following new background from Into Wonderland can also represent characters well established in Endercoast.

- Guard (IW 88)

FEYWILD BACKGROUNDS

The following backgrounds from the PHB are appropriate to represent characters who live in the Feywild.

- Charlatan (PHB 128)
- Hermit (PHB 134)
- Outlander (PHB 136)

In addition, the following new backgrounds from Into Wonderland can also represent characters well established in the Feywild.

- Archfey's Courtier (IW 87)
- Hag's Servant (IW 88)

ACOLYTE (PHB 127)

There are only three religions in Endercoast with significant following now that the city has been transplanted into the Feywild.

The Church of Her Inimitable Joyousness worships Lliira, Goddess of Joy, and their worship of her takes the form of an acrobatic circus performance.

The elves, firbolgs, gnomes, and druids of the Sylvan Grove worship Silvanus, God of Wild Nature, although they are seen with suspicion by the rest of the city due to the circumstances.

The Sentinels of Equity are largely non-denominational, but still mysteriously receive clerical powers for their priests.

If you serve as an acolyte of the Sentinels of Equity, your DM may allow your party to begin with a relationship of 1 with this faction.

You can worship other gods, but you might be the only acolyte of such a god in the city still actively practicing your faith. Even the most devoted feel totally cut off from the divine in the Feywild.

ARCHFEY'S COURTIER

You are a courtier in the majestic court of a powerful archfey, such as Lord Cals, Cirrus the Jester, Dailili, Tettlebug Moonflower, or another archfey of your choice. You are often sent on missions of both high and low importance in accordance with the mercurial whims of your master.

Skill Proficiencies. History, Performance

Languages Sylvan or one Feywild language of your choice (IW 90)

Tool Proficiencies One musical instrument of your choice (PHB 154)

Equipment A musical instrument you're proficient in, four sets of beautiful courtier's robes (one for each season), a token of your archfey such as a sprig of mistletoe or a shrunken skull, a common magic item of your choice, and a belt pouch containing 25 chocolate coins

AUDIENCE WITH THE ARCHFEY

As a courtier, you can obtain an audience directly with the archfey you serve. You will need to present a very compelling argument for why they should pay attention to you right now as opposed to anything else of interest in their realm.

Your DM may decide that this background allows your party to start at a relationship of 1 with the archfey you serve.

SUGGESTED CHARACTERISTICS

Archfey like to keep exuberant courtiers to entertain themselves, and you are no different.

PERSONALITY TRAIT

d8 Personality Trait

- 1 I am utterly devoted to my master, who is perfect in every way.
- 2 The music I play captures the hearts of all who listen.
- 3 All the world's a stage, and I am but an actor on that stage. I say my lines, and I am done.
- 4 My mood changes dramatically depending on the season.
- 5 I am as carefree as the wind.
- 6 Only I know the true nature of the archfey. And they have secrets I shall never tell.
- 7 I AM VERY LOUD.
- 8 The world is so full of wonders. How could anyone settle on just one vocation their whole life?

IDEAL

d6 Ideal

- 1 **Chaos.** The nature of the Feywild is to reject the laws that mankind imposes on it. (Chaotic)
- 2 **Emotional Truth.** One must not tell lies. The Feywild will know. (Neutral)
- 3 **Music.** I hope to one day play a song so beautiful that the Weave itself sings along. (Good)
- 4 **Love.** You can't argue with how you feel. (Chaotic)
- 5 **Devotion.** I have sworn myself to my archfey because I believe in their cause. (Neutral)
- 6 **Trickery.** The world needs pranksters as much as it needs lawyers and bankers and accountants. (Chaotic)

BOND

d6 Bond

- 1 This is by no means the first archfey for whom I am a courtier, and they will not be the last.
- 2 My instrument was carved by an ancient being and still bears a portion of its soul.
- 3 I have seven lovers in seven realms. May they never meet.
- 4 I believe that my archfey and I share a special relationship, deeper and truer than with other courtiers.
- 5 I was once a human on the Material Plane. Look how times have changed.
- 6 My six thousandth birthday was just last month. Or was it my seven thousandth? Who can keep track?

FLAW

d6 Flaw

- 1 I'm so rAnDoM!
- 2 Lend me your trust and you shall quickly regret it.
- 3 I have little patience for things that do not bring me immediate joy.
- 4 There is none more glorious than my archfey, and I will burn to death without hesitation anyone who claims otherwise.
- 5 I can't take anything seriously. It's all just a big joke.
- 6 Responsibility is a four letter word.

CHARLATAN (PHB 128)

You have taken another's identity in Endercoast. You may be a native resident of Endercoast, or you may be a spy for an archfey. Either way, your fragile existence in Endercoast is one that teeters on the knife's edge of discovery.

CRIMINAL (PHB 129)

Life was always hard for those without means, but now that Endercoast has fallen into the Feywild, the means available to you have shrunk even further. A life of crime makes the most sense when you're not even sure that money will be accepted tomorrow.

ENTERTAINER (PHB 130)

You wonder how you could possibly hope to compete with the beautiful ballads sung by fey creatures, but hey, you still get work, and there's nothing that gets the Endercoast public's mind off their predicament more than a jaunty tune.

GUARD

Commissioner Huck Lasick has really doubled down on recruitment into the Endercoast Guard. As a guard, you have a duty to protect the city, and although in the past this was mostly against itself, now there are greater incursions that threaten public safety.

Skill Proficiencies. Intimidation, Investigation

Languages Any two Endercoast languages of your choice (IW 90)

Equipment A uniform identifying you as part of the Endercoast Guard, a set of Thieves' Tools you took from the evidence locker, a set of manacles, a set of common "civvie" clothes, and a pouch containing 15 gp

STOP! YOU'VE VIOLATED THE LAW!

You have the authority to stop, question, and frisk Endercoast civilians, who are likely to cooperate with you in the pursuit of criminals.

Your DM may allow your party to begin at a relationship of 1 with the Endercoast Guard faction.

SUGGESTED CHARACTERISTICS

Use the tables for the Soldier background (PHB 140) as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a member of the Endercoast Guard.

GUILD ARTISAN (PHB 132)

The arts have always been a major part of Endercoast's prosperity. The festivals are traditionally a celebration of that. But in the Feywild, the government has turned its attentions on more practical matters, and you find that the guilds are having to borrow a lot of money to keep the dividends flowing for their members.

GUILD MERCHANT (PHB 133)

Endercoast has a powerful union, the Union of Small Business Owners, which you are invariably a member of if you want to obtain and keep a business license. Circumstances have arisen such that your regular business has gone under or has been made redundant with the displacement into the Feywild, but there is always the opportunity to start a new business (IW 40).

Your DM may allow your party to begin at a relationship of 1 with the Union of Small Business Owners faction.

HAG'S SERVANT

You made a bad deal. You've paid for it. You were young when you first entered into servitude to the hag, and now you are fourteen years older, no wiser, no stronger, just tired. The hag was true to her word: your service has ended. Now what?

Skill Proficiencies. Medicine, Nature

Languages Two Feywild languages of your choice, one of which is Sylvan unless you already know it

Equipment A petrified crow, a mirror that shows your face when you are old, an iron rat's skull, an unopenable tiny chest that beats rhythmically, a voodoo doll of a long-dead enemy of the hag, and a bright pink mushroom

A HAG'S EYE VIEW

You understand innately the meaning of any deals a hag (or other similar deal-making fey creature) offers the party. For example, you know that the demand for "That spring in your step" means that you will lose 10 feet of movement speed and will no longer be able to jump.

SUGGESTED CHARACTERISTICS

Fourteen years of servitude to a hag is more than enough to change someone forever.

PERSONALITY TRAIT

d8 Personality Trait

- 1 I've grown sympathy for the hag over the years.
- 2 I did not deserve this fate. Someone must pay.
- 3 An inescapable obsession compels me to organise everything I see into just the right configuration.
- 4 Direct eye contact makes me uncomfortable.
- 5 I collect interesting trinkets.
- 6 Don't talk to me about hardship. I've worked longer days and done harder things than you could imagine.
- 7 I carefully catalogue every new plant and animal I encounter out of habit.
- 8 I make sure to acknowledge the hard work of familiars, unseen servants, and other such helpful creatures summoned by magic. If I had my way, I'd free them all.

HAG'S SERVANTS

Spent some time as a warden in a dungeon when I was a more ambitious young man. I've seen the looks on the faces of the poor souls they locked away down there. Nothing compared to those who come back from a stint with a hag.

IDEAL

d6 Ideal

- 1 **Freedom.** I will not be enslaved. Not again. Not this time. (Chaotic)
- 2 **Pain.** Everyone should have to endure a taste of what I went through. (Evil)
- 3 **Curiosity.** I was able to learn a lot from the hag, despite her best efforts. (Chaotic)
- 4 **Negotiation.** Don't make my mistake. Be clear in the terms of every deal. (Lawful)
- 5 **Cynicism.** Life sucks, and then you die. Get used to it. (Neutral)
- 6 **Nature.** I appreciate the beauty of every defiant little pocket of life found in the natural world. (Good)

BOND

d6 Bond

- 1 I made friends with a very smart rat who kept me sane during my servitude. I was devastated to learn she was the hag in disguise.
- 2 By the end of my time with the hag, we had grown mutual respect for one another. We were not equals, but sometimes we came close.
- 3 The home I left behind is no longer there for me. I wouldn't want to go back anyway. It's time I struck out on my own.
- 4 A satyr tried to save me, but was captured and enslaved by the hag. One day I will go back to save him in return. But first I must plan.
- 5 I watched a dryad grow from a shrub to a tree. Every day I would sneak her a ray of sunshine I had caught in my pocket. I wonder where she is now.
- 6 I made a promise before I was enslaved. There is still time to fulfill it.

FLAW

d6 Flaw

- 1 Empathy exhausts me. There is no more room in my heart for those who have suffered misfortune. I've seen it all before.
- 2 Hard work never set me free. What's the point of it now?
- 3 I'm much more confident in Sylvan than I am with my native language. I've lost touch with my roots.
- 4 The terrible things I've seen have left me with a scar on my mind that will never go away.
- 5 I don't fully believe that I am free. Each night I fear I will wake up with the hag standing over me, compelling me back to her service.
- 6 I've inherited all the worst traits of a hag.

HERMIT (PHB 134)

You've spent countless years in the Feywild mulling over the meaning of such a place. The secret you've uncovered likely has to do with how to defeat a powerful archfey, or how to return Endercoast to the Material Plane. Discuss with your DM the nature of such a secret.

NOBLE (PHB 135)

You're part of the upper class of Endercoast, and you likely have ties with Mayor Attercat and the government due to your family's extensive briberies.

The DM may allow your party to begin at a relationship of 1 with the Endercoast Government faction.

OUTLANDER (PHB 136)

The Feywild is home to many countless tribes of many countless races. There are humans, not in great number, but they are here. And there are more exotic tribes of goblins who have rejected Maglubiyet, lizardfolk and bullywugs who have wandered here from their homelands, kuo-toas who got lost in the Underdark and swam to the Feydark, wood elves and eladrin and firbolg that have made their home in the tree tops, gnomes that live in glamoured villages in hills, and centaurs in the open fields.

SAGE (PHB 137)

Endercoast has plenty of magic users and plenty of researchers. After the displacement, such scholars became highly sought for their knowledge of the planes.

URCHIN (PHB 141)

You've been doubly displaced from your home, now. Perhaps the Feywild is an opportunity to improve your situation. Then again, how many opportunities have you let slip?

LANGUAGES

Everyone in Endercoast speaks Common as well as any languages of their race. The most commonly spoken languages are as follows.

- Common
- Draconic
- Dwarvish
- Elvish
- Gnomish
- Halfling
- Infernal
- Orc
- Thieves' Cant

In the Feywild, communication can be more difficult, and there are hundreds of unique languages. The following languages are spoken enough to be notable. Elvish is the only language that is commonly spoken in both Endercoast and the Feywild, so it is the language of trade between them, despite vastly different dialects.

Whenever someone from Endercoast and someone from the Feywild attempt to understand each other without the aid of magic, each speaker must succeed on a DC 10 Intelligence check or they will misunderstand the other speaker.

- Bullywug
- Draconic
- Druidic
- Elvish
- Giant
- Goblin
- Kuo-Toa
- Sylvan

FEATS

Any feats from the PHB are appropriate for this adventure. In addition, the following feats are available to those who embrace the chaotic nature of the Feywild.

- Chaos Caster
- Feywild Navigator

CHAOS CASTER

You've learned to accept the chaos of the Weave into your spellcasting.

Increase your Intelligence, Wisdom, or Charisma by 1. Each time you cast a spell of 1st level or higher, roll a d20. On a roll of 20, you trigger a Wild Magic Surge (PHB 104).

If you are a sorcerer with the Wild Magic bloodline, you instead bolster your class feature by triggering a surge on a roll of 1 or 20.

FEYWILD NAVIGATOR

You are in tune with the shifting of the Feywild.

Increase your Intelligence, Wisdom, or Charisma by 1. You innately understand the emotional frame of mind you need to travel to any area of the Feywild, and you have advantage on Wisdom (Survival) checks and Charisma saving throws made as part of navigating the Feywild.

MONSTER LISTS

DRUID WILD SHAPES

The following beast shapes are available to any druid with the Wild Shape feature who is familiar with the Feywild. This is also a good list to pick from when you cast *polymorph*.

WILD SHAPES

CR	Beast	Restrictions	Source
0	Badger		MM 318
0	Cat		MM 320
0	Deer		MM 321
0	Goat		MM 330
0	Owl		MM 333
0	Raven	Fly	MM 335
0	Spider		MM 337
1/8	Giant Weasel		MM 329
1/8	Poisonous Snake	Swim	MM 334
1/4	Constrictor Snake	Swim	MM 320
1/4	Elk		MM 322
1/4	Giant Frog	Swim	MM 325
1/4	Giant Owl	Fly	MM 327
1/4	Giant Poisonous Snake	Swim	MM 327
1/4	Wolf		MM 341
1/2	Black Bear		MM 318
1/2	Giant Goat		MM 326
1/2	Giant Wasp	Fly	MM 329
1	Brown Bear		MM 319
1	Dire Wolf		MM 321
1	Giant Spider		MM 328
1	Giant Toad	Swim	MM 329
2	Cave Bear		MM 334
2	Giant Boar		MM 323
2	Giant Constrictor Snake	Swim	MM 324
2	Giant Elk		MM 325
2	Giant Tortoise		IW 215
3	Ancient Boar		IW 201
4	Ancient Raven	Fly	IW 204
4	Ancient Wolf		IW 207
5	Ancient Toad	Swim	IW 206
6	Ancient Bear		IW 200
7	Ancient Elk		IW 202
8	Ancient Owl	Fly	IW 203
9	Ancient Spider		IW 205

CONJURE ANIMALS

The following beasts are available to be conjured with the spell *conjure animals*. The DM usually selects which beasts are conjured, but you can ask the DM to allow you to pick them instead.

WILD SHAPES

CR	Beast	Amount	Source
0	Badger	8	MM 318
0	Cat	8	MM 320
0	Deer	8	MM 321
0	Goat	8	MM 330
0	Owl	8	MM 333
0	Raven	8	MM 335
0	Spider	8	MM 337
1/8	Giant Weasel	8	MM 329
1/8	Poisonous Snake	8	MM 334
1/4	Constrictor Snake	8	MM 320
1/4	Elk	8	MM 322
1/4	Giant Frog	8	MM 325
1/4	Giant Owl	8	MM 327
1/4	Giant Poisonous Snake	8	MM 327
1/4	Wolf	8	MM 341
1/2	Black Bear	4	MM 318
1/2	Giant Goat	4	MM 326
1/2	Giant Wasp	4	MM 329
1	Brown Bear	2	MM 319
1	Dire Wolf	2	MM 321
1	Giant Spider	2	MM 328
1	Giant Toad	2	MM 329
2	Cave Bear	1	MM 334
2	Giant Boar	1	MM 323
2	Giant Constrictor Snake	1	MM 324
2	Giant Elk	1	MM 325
2	Giant Tortoise	1	IW 215

CONJURE WOODLAND BEINGS

The following fey are available to be conjured with the spell *conjure woodland beings*. The DM usually selects which fey are conjured, but you can ask the DM to allow you to pick them instead. You can't summon a fey creature if you don't have access to the sourcebook it comes from.

WOODLAND BEINGS

CR	Fey	Amount	Source
1/8	Boggle	8	VGM 128
1/4	Blink Dog	8	MM 318
1/4	Pixie	8	MM 253
1/4	Sprite	8	MM 283
1/2	Darkling	4	VGM 134
1/2	Satyr	4	MM 267
1	Centaur, Fire Beetle	2	IW 212
1	Centaur, Shambling Mound	2	IW 212
1	Centaur, Unicorn	2	IW 213
1	Centaur, Wolf Spider	2	IW 213
1	Dryad	2	MM 121
1	Quickling	2	VGM 187
1	Time Vulture	2	IW 216
2	Darkling Elder	1	VGM 134
2	Darkwood Stalker	1	IW 214
2	Gardener (any fey race (IW 188))	1	IW 217
2	Growth Druid (any fey race (IW 188))	1	IW 218
2	Meenlock	1	VGM 170
2	Sea Hag	1	MM 179

CONJURE FEY

FEY CREATURES

The following fey are available to be conjured with the spell *conjure fey*. You can't summon a fey creature if you don't have access to the sourcebook it comes from.

Although the four warlocks of the archfey contained in this book can be of a fey race, they cannot be summoned by this spell as they are protected by their archfey. Similarly, Poppiplob in archfey form meets the criteria for being summoned by this spell, but his status as an archfey protects him from being summoned.

Creatures summoned by this spell cannot cast *conjure woodland beings* or *conjure fey* themselves.

FEY		
CR	Fey	Source
1/8	Boggle	VGM 128
1/4	Blink Dog	MM 318
1/4	Pixie	MM 253
1/4	Sprite	MM 283
1/2	Darkling	VGM 134
1/2	Satyr	MM 267
1	Centaur, Fire Beetle	IW 212
1	Centaur, Shambling Mound	IW 212
1	Centaur, Unicorn	IW 213
1	Centaur, Wolf Spider	IW 213
1	Dryad	MM 121
1	Quickling	VGM 187
1	Time Vulture	IW 216
2	Darkling Elder	VGM 134
2	Darkwood Stalker	IW 214
2	Gardener (any fey race (IW 188))	IW 217
2	Growth Druid (any fey race (IW 188))	IW 218
2	Meenlock	VGM 170
2	Sea Hag	MM 179
3	Green Hag	MM 177
3	Redcap	VGM 188
3	Survivalist (any fey race (IW 188))	IW 220
3	Witch (any fey race (IW 188))	IW 223
4	Mercury Berserker (any fey race (IW 188))	IW 220
4	Yeth Hound	VGM 201
5	Warden (any fey race (IW 188))	IW 221
6	Annis Hag	VGM 159
7	Bheur Hag	VGM 160
7	Korred	VGM 168

FEY SPIRITS IN BEAST FORM

The following beasts are available to be conjured with the spell *conjure fey*, changing their type to fey.

When you summon an ancient beast with this spell, such as the ancient elk, you summon the beast itself; its type doesn't change to fey. If you attempt to summon an ancient beast that is dead, the spell fails. The spell otherwise has the same effect.

FEY SPIRITS

CR	Fey Spirit / Ancient Beast	Source
0	Badger	MM 318
0	Cat	MM 320
0	Deer	MM 321
0	Goat	MM 320
0	Owl	MM 333
0	Raven	MM 335
0	Spider	MM 337
1/8	Giant Weasel	MM 329
1/8	Poisonous Snake	MM 334
1/4	Constrictor Snake	MM 320
1/4	Elk	MM 322
1/4	Giant Frog	MM 325
1/4	Giant Owl	MM 327
1/4	Giant Poisonous Snake	MM 327
1/4	Wolf	MM 341
1/2	Black Bear	MM 318
1/2	Giant Goat	MM 326
1/2	Giant Wasp	MM 329
1	Brown Bear	MM 319
1	Dire Wolf	MM 321
1	Giant Spider	MM 328
1	Giant Toad	MM 329
2	Cave Bear	MM 334
2	Giant Boar	MM 323
2	Giant Constrictor Snake	MM 324
2	Giant Elk	MM 325
2	Giant Tortoise	IW 215
3	Ancient Boar	IW 201
4	Ancient Raven	IW 204
4	Ancient Wolf	IW 207
5	Ancient Toad	IW 206
6	Ancient Bear	IW 200
7	Ancient Elk	IW 202
8	Ancient Owl	IW 203
9	Ancient Spider	IW 205

SPELLS

SPELL LISTS

BARD

CANTRIPS (0 LEVEL)

Coin Toss

2ND LEVEL

Euphoria

Mouse

Our Little Secret

3RD LEVEL

Babble

4TH LEVEL

Despair

Tormentor

6TH LEVEL

Discord

7TH LEVEL

Trick

CLERIC

CANTRIPS (0 LEVEL)

Coin Toss

3RD LEVEL

Babble

5TH LEVEL

Extract Dream

Rainbow

DRUID

2ND LEVEL

Mouse

3RD LEVEL

Babble

Return to Earth

5TH LEVEL

Extract Dream

Rainbow

PALADIN

5TH LEVEL

Rainbow

RANGER

2ND LEVEL

Euphoria

3RD LEVEL

Return to Earth

5TH LEVEL

Rainbow

SORCERER

CANTRIPS (0 LEVEL)

Coin Toss

2ND LEVEL

Knight's Hop

4TH LEVEL

Despair

5TH LEVEL

Rainbow

6TH LEVEL

Reflect

WARLOCK

CANTRIPS (0 LEVEL)

Coin Toss

3RD LEVEL

Babble

4TH LEVEL

Despair

5TH LEVEL

Extract Dream

6TH LEVEL

Discord

7TH LEVEL

Trick

WIZARD

CANTRIPS (0 LEVEL)

Coin Toss

2ND LEVEL

Euphoria

Knight's Hop

Mouse

Our Little Secret

3RD LEVEL

Babble

4TH LEVEL

Despair

5TH LEVEL

Extract Dream

6TH LEVEL

Discord

Reflect

7TH LEVEL

Trick

SPELL DESCRIPTIONS

BABBLE

3rd level enchantment

Available to: bards, clerics, druids, warlocks, wizards

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a weasel's tongue)

Duration: Concentration, up to 1 minute

You inflict a curse of uncontrollable bouts of gibberish. Choose a humanoid or fey that you can see within range. The target must succeed on a Wisdom saving throw or babble incoherently for the duration. While babbling, the target can't speak, make bite attacks, use breath weapons, or use spells that require a vocal component. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends for the target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional humanoid or fey for each slot level above 3rd. The humanoids or fey must be within 30 feet of each other when you target them.

COIN TOSS

Transmutation cantrip

Available to: bards, clerics, sorcerers, warlocks, wizards

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a coin, which the spell consumes)

Duration: Instantaneous

You enchant a coin and flip it. The coin hovers and spins for a split second, then darts towards a creature you can see within range, bursting on impact with a flash of energy. Make a ranged spell attack roll against the target. On a hit, roll a d2. The target takes 1 force damage on a roll of 1 and 8 force damage on a roll of 2.

At Higher Levels. This spell's damage increases either by 1 on a roll of 1 or by 8 on a roll of 2 when you reach 5th level (2, 16), 11th level (3, 24), and 17th level (4, 32).

DESPAIR

4th level enchantment

Available to: bards, sorcerers, warlocks, wizards

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (the skull of a Tiny beast)

Duration: Concentration, up to 1 minute

You remind your target of the hopelessness of existence. Choose a humanoid or fey that you can see within range. The target must succeed on a Charisma saving throw or become despondent. A creature with 5 or less Intelligence or that is immune to being charmed automatically succeeds on this saving throw. While despondent, the target is incapacitated, it automatically fails any ability checks or saving throws made to resist being grappled or restrained, and attack rolls have advantage against it. At the end of each of the target's turns or when the target takes damage, it can make another Charisma saving throw. On a success, the spell ends for the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional humanoid or fey for each slot level above 4th. The humanoids or fey must be within 30 feet of each other when you target them.

DISCORD

6th level enchantment

Available to: bards, warlocks, wizards

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a bouquet of flowers thrown high in the air, which the spell consumes)

Duration: Concentration, up to 1 minute

You cause infighting amidst your enemies' ranks. Choose a point within range. Each creature of your choice within a 20-foot radius of that point must succeed on a Wisdom saving throw or become charmed by you. While charmed, each target must use its action on its turn to make a melee weapon attack against an ally within reach. The target will move up to its speed to get in reach of one of its allies if it is safe to do so. At the end of each of the target's turns or when the target takes damage, it can make another Wisdom saving throw. On a success, the target is no longer charmed.

EUPHORIA

2nd level evocation

Available to: bards, druids, rangers, wizards

Casting Time: 1 action

Range: Self

Components: V, S, M (an expanded balloon)

Duration: Instantaneous

You breathe a puff of sweet-smelling, dizzying gas like that of a faerie dragon. Each creature in a 15-foot cone originating from you must make a Wisdom saving throw. On a failed save, roll on the Euphoria Breath Effect table. The target must act accordingly on its next turn.

EUPHORIA BREATH EFFECT

d6 Effect

- | | |
|---|--|
| 1 | The target takes no action or bonus action and uses all of its movement to move in a random direction. |
| 2 | The target uses all of its movement to move in a random direction. It can otherwise act normally. |
| 3 | The target drops prone and immediately ends its turn. |
| 4 | The target takes the Dodge action and immediately ends its turn. |
| 5 | The target can act normally, but all its attack rolls are made with disadvantage and all saving throws against its spells and effects are made with advantage. |
| 6 | The target behaves normally. |

EXTRACT DREAM

5th level divination, ritual

Available to: clerics, druids, warlocks, wizards

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a spinning top)

Duration: 10 minutes

You extract the ectoplasmic energy of dreams by laying your hands upon a sleeping humanoid or fey. The target makes a Charisma saving throw. On a failed save, the target's dreams, if it has any, appear in a hazy bubble above its head. The dreams are, by nature, meaningful only to the dreamer. A person viewing the dream in this way can make a DC 20 Wisdom (Insight) check to fathom the meaning of the dream, learning a secret about the dreamer on a success.

If the dreamer is being targeted by the spell *dream*, a representation of its nightmares materialises as a living nightmare, such as a terrible monster, the caster of *dream*, or even the dreamer themselves. The living nightmare is any CR 4 or higher creature with the following changes.

- Its hit points are halved.
- Its type is aberration.
- It has resistance to bludgeoning, piercing, and slashing damage, and it has immunity to necrotic and poison damage.
- It has the *Incorporeal* trait of a **ghost** (MM 147).
- It can't move further than 30 feet from the dreamer.
- If the dreamer dies or is no longer unconscious, the living nightmare disappears.
- If the living nightmare dies, the dreamer can sleep more soundly for a while. If the same caster of *dream* attempts to cast it again on the dreamer in the next 42 (4d20) days, the spell fails.

KNIGHT'S HOP

2nd level transmutation

Available to: sorcerers, wizards

Casting Time: 1 action

Range: 5 ft.

Components: V, S, M (a small carved figure of a horse)

Duration: Instantaneous

You move a creature as though they were a knight on a dragon's chess board. Make a melee spell attack against a Medium or smaller creature within range. On a hit, you move the target in a straight line 10 feet in any direction and then 5 feet in a perpendicular direction, as long as there is space to do so. You can choose to move the target 5 feet and then 10 feet perpendicular instead. Against a willing target, you don't need to hit them with a melee spell attack, you just need to touch them.

MOUSE

2nd level transmutation

Available to: bards, druids, wizards

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (a little winding handle)

Duration: 1 minute

You animate an object with the speed and timidity of a mouse. Choose an Tiny object within range. The target grows four little furry legs and becomes an **animated mouse** (IW 95) for the duration, immediately rolling initiative and attempting to escape to a hiding spot. It sees all other creatures as deadly threats, including you. The effects end if the animated mouse is reduced to 0 hit points (which destroys the object) or if a creature can see the animated mouse when the spell ends. Otherwise, it remains an animated mouse indefinitely.

ANIMATED MOUSE

Tiny construct, unaligned

Armor Class 15

Hit Points 1 (1d4 -1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	9 (-1)	2 (-4)	6 (-2)	2 (-4)

Skills Stealth +7

Senses passive Perception 8

Languages --

Challenge 0 (0 XP)

ACTIONS

Scurry. The animated mouse takes the Disengage and Hide actions. It can break them up with movement.

OUR LITTLE SECRET

2nd level divination (ritual)

Available to: bards, wizards

Casting Time: 1 action

Range: Self

Components: V, S, M (a novel with certain passages suspiciously marked)

Duration: 1 hour

You and each willing humanoid or fey touching you when the spell is cast can speak, read, and write Thieves' Cant for the duration. If no willing creatures are touching you, the spell fails.

RAINBOW

5th level evocation

Available to: clerics, druids, paladins, rangers, sorcerers

Casting Time: 1 action

Range: 300 ft.

Components: V, S, M (an inverted crystal pyramid)

Duration: Instantaneous

A swathe of multicoloured radiance springs forth from your glimmering chest. Choose a creature within range and make a ranged spell attack against it. On a hit, you deal 1d12 damage of each of the following types, for a total of 7d10 damage: radiant, fire, lightning, acid, cold, thunder, and force. You also learn if the target has any vulnerabilities, resistances, or immunities to any of these damage types.

At Higher Levels. When you cast this spell using a spell slot of 6th level, 7th level, or 8th level, you can add 1d10 damage of an additional damage type for each slot level above 5th. You can choose from the following additional damage types: necrotic, poison, and psychic. When you cast this spell at 9th level, you instead roll additional damage equal to 1d10 poison, 1d10 psychic, 1d10 necrotic, 2d10 force, and 2d10 radiant.

REFLECT

6th level abjuration

Available to: sorcerers, wizards

Casting Time: 1 reaction

Range: 60 ft.

Components: V, S, M (a silver mirror)

Duration: Instantaneous

In response to a caster you can see within range targeting you with a single-target spell, you can attempt to reflect the spell. A reflected spell targets the caster of the spell as though it originated from you, if possible, and it uses your spell save DC or spell attack bonus, if relevant. The original caster has advantage on any saving throw it must make. You can reflect a spell even if it isn't a spell you know.

If the target is casting a cantrip or a 1st-level spell, you reflect the spell without needing to make an ability check. If the target is casting a spell of 2nd level or higher (up to 5th level) make an ability check using your spellcasting ability. The DC equals 14 + the spell's level. On a success, the creature's spell is reflected. You can't reflect spells of 6th level or higher.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you reflect the spell if its level is less than or equal to five levels below the spell slot you used. For example, casting *reflect* at 8th level allows you to reflect spells of 3rd level or lower without needing to make an ability check.

RETURN TO EARTH

3rd level necromancy

Available to: druids, rangers

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (dirt from a grave)

Duration: Concentration, up to 1 minute

The earth calls for all manner of creature to coalesce back into its dark soil. Choose a creature within range. At the end of each of its turns until the spell ends, the target must succeed on a Strength saving throw or be knocked prone if it is within range and it is standing on natural ground.

TORMENTOR

4th level conjuration

Available to: bards

Casting Time: 1 bonus action

Range: 60 ft.

Components: V

Duration: Concentration, up to 1 minute

You torment your enemy with jests and mockery. Choose a creature within range. An illusory floating mouth appears and follows the target. The mouth criticizes, harangues, insults, and berates the target in its native tongue. As a bonus action and as part of casting this spell, you can use the mouth to cast *vicious mockery* on the target, dealing 4d4 psychic damage on a failed save (regardless of your level). You can't cast *vicious mockery* twice in the same round using this spell, and you must fulfill the requirements to cast it, using the mouth for verbal components. If the target dies, you can use your bonus action to move the mouth to a new target within range and use the mouth to cast *vicious mockery* on the new target.

TRICK

7th level illusion

Available to: bards, warlocks, wizards

Casting Time: 1 action

Range: 90 ft.

Components: S

Duration: Concentration, up to 24 hours

You swap identities with a humanoid you can see within range that is within 1 size category of you. If the target is unwilling, it must make a Charisma saving throw. On a success, the spell ends. On a failure, both you and the target teleport to each other's spaces, switching positions. You both become glamourous to look like each other and speak in each other's voices. The moment of change is not perceptible. To discern through the illusion, a suspicious creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC. The changes wrought by this spell fail to hold up to physical inspection.

A hag that knows this spell can cast it on two targets other than herself within range. Both targets must either be willing or have failed their saving throw for the change to take place.



PART 3

INTO WONDERLAND

RUNNING THE ADVENTURE

ADVENTURE SYNOPSIS

TOO LONG; DIDN'T READ

- Endercoast is whisked away to the Feywild
- The party joins together and learns of their short and long term goals
- The party investigates rumours in the Feywild
- The party chooses an archfey court and completes the court's quest
- The party returns to Endercoast to take their long rests
- The party spends downtime and finishes up other quests while waiting for a Harmonic Convergence
- The party battles an evil mastermind in a climactic battle
- Endercoast is returned to the Material Plane

FULL SYNOPSIS

The adventure starts as people emerge from their homes in Endercoast to look up at unfamiliar stars. Fey creatures stand at the gate, asking to be let in, and despite the crowd being unsettled by their presence, Mayor Attercat welcomes the fey. Included among both the crowd and the fey are members of the party that will soon be formed. Just as the friendly fey enter the city, so does a very unfriendly creature, a primeval guardian that calls out with the voice of Dailili, a powerful archfey of growth. The party defeats the primeval guardian, earning the trust of the mayor.

Mayor Attercat forms an emergency council session in the Guardhouse. He remarks on the prowess displayed by the party in battle and asks Commissioner Huck Lasick if he would christen them as a special task unit to investigate further into the strange realm that the city has landed itself in. Turph Musheen claims that they need to be part of the union before they can be syndicated, but the mayor waves him off, to his chagrin. Hermione Galanodel, representative of the Sentinels of Equity, states what she knows about the Feywild and offers to help the party get started on their first expedition. She theorises that the island in the Sea of Vines will likely be important, but nobody can figure out how to get there yet. Moving through the Feywild isn't so simple.

The party has a few weeks of downtime before their first expedition is scheduled. They take the time to run around Endercoast, seeking what information they can about the Feywild and pursuing plot hooks. They learn that Endercoast is without easy access to its normal supply of food and water, and they learn that the general populace is anxious about maintaining safety and a sense of community. They also learn that, because Endercoast was hosting a music festival, there are many, many more people in the city than there are places to house them. Most of all, everyone is concerned with getting back to the Material Plane as quickly as possible.

The party sets out into the Feywild to solve these problems, pursuing at least one of the plot hooks of their choice. Their investigations take them all around the Feywild, but lead eventually to one or more of the following places: the Litter and the Peat, the Court of Jest, the Tree of Infinity, and Dewdrops.

In the Litter and the Peat, a court built in the ruins of a race of long-forgotten progenitors, the party faces off against Lord Cals, an archfey who wishes as badly as they do that Endercoast be returned to the Material Plane. He's content, however, to sit back and let Endercoast destroy itself just as the progenitors did. The party negotiates with Lord Cals to help fulfill Endercoast's needs for food, water, and shelter, but there is a price. There is a spy in his court. He cannot tell who it is, but he knows that if he waits long enough, the spy will reveal themselves. If the party can locate the spy, he will help Endercoast. The party discovers that many of Lord Cals' warlocks have been charmed by a hag, Dearest Gran, who angles to destroy Lord Cals' court after a perceived slight. Lord Cals grants the party what they ask, and asks them for one more favour. Dearest Gran has given out a curse of immortality to many creatures in the Feywild. Seek out these three and slay them: the ancient boar, the ancient wolf, and the shadow in the Feydark. Bring proof of their demise. This will anger Dearest Gran, and in her anger she will reveal herself. It is then that Lord Cals can destroy her. In return, he will reveal the secrets to returning to the Material Plane.

In the Court of Jest, the party puts on a performance for Cirrus the Jester, who welcomes them into his court. They offer the party shelter, safety, and community. In return, Cirrus demands that the party expose the artifice of Endercoast. The party must prove that people crave the unpredictable wilds, not the trappings of society. If the party can accomplish this, Cirrus delivers on their promises, but something is deeply bothering them. Further investigation reveals that Cirrus pines for their lost love. If the party can reunite Cirrus with their beloved, Cirrus may be inclined to reveal the secret to returning home.

In the Tree of Infinity, the party ventures into a deeply overgrown area of the Feywild and are horrified to learn that every tree shares the same consciousness: Dailili the archfey. Dailili expresses her intention to grow over the entire Feywild and expresses frustration that she cannot fully break through into Endercoast. The party might be able to convince her that sending Endercoast home will be easier than consuming it, though of course Dailili sees this as an opportunity to spread her seed into the Material Plane as well. She offers endless food, water, and safety to Endercoast, but in return the party must replant the Sylvan Gardens in Endercoast with her own seeds. Once the party has done this task, Dailili is true to her word, though her influence strengthens and she pushes her luck for even further power. She demands that the party implant her seeds into the leadership of Endercoast. If they help her with this, she will reveal how to send Endercoast home. Her ultimate goal is to spread to the Material Plane, so this would be very foolhardy.

In Dewdrops, the party is beset by storms and rescued by the Princess of Dewdrops, Tettlebug Moonflower, a powerful pixie archfey. Tettlebug is responsible for the wicked weather experienced in the Feywild and in Endercoast. Tettlebug remains blissfully unaware of her true power, though her sycophantic devotees know it all too well. A group of four of her devotees, a goblin, a bullywug, a kuo-toa, and a stormcloud mephit approach the party with a proposition: they will guide Tettlebug such that her powers provide Endercoast with food, water, and community, as long as the party rescues the bullywug swamp and the kuo toa cave in the Feydark from the destructive storms. If the party successfully protects these communities, Tettlebug's followers make do on their promise. If the group presses, they might be able to convince a few of the followers to see the errors of their ways, at which point the party's new quest becomes to reveal to Tettlebug the true extent of her capabilities, which will hopefully allow her to harness them to help save Endercoast. Unfortunately, the realization drives Tettlebug to madness.

The party can also pursue other quests, such as Spirited Away, The Boy Who Went Forth to Learn What Fear Was, and various sidequests for factions and business owners in Endercoast.

Once the party has completed at least one of the four main quests, they learn that Endercoast can only be returned to the Feywild during a period of Harmonic Convergence. In other words, they'll need to wait for the stars to -- quite literally -- align. This gives them the opportunity for more freeform exploration of the Feywild. They can pursue the quests of other courts, finish up side quests, scheme for one faction to dominate Endercoast, fight back against evil, or just explore for exploration's sake. Not to mention figuring out the mystery of who spirited Endercoast away to the Feywild in the first place. Each time the party requires a long rest, remember that they must return to Endercoast.

As the Harmonic Convergence approaches, the party learns of several different potential culprits: Hermione Galanodel of the Sentinels of Equity, Mayor Hitchen Attercat, Commissioner Huck Lasick, Turph Musheen of the Union of Small Business Owners, Lord Cals, Cirrus the Jester, Dailili, or Tettlebug Moonflower. You decide which faction was the culprit, and that faction makes a serious effort to prevent the party from allying with any factions that could help them. The party's investigations lead them to the island in the Sea of Vines. They learn of the purpose of the island: a watchtower. Within the watchtower is the true answer for how to get home. The party finds a way to pass the Sea of Vines using the help of one of the archfey, and when they reach the watchtower, they must defeat the enemy faction and its leader in a climactic battle.

The secret to returning home is "the friends we've made along the way" as well as understanding and identifying flaws in the philosophy of the mastermind. Armed with this knowledge, the party returns to Endercoast and prepares the city to be whisked back to the Material Plane. The Feywild is left behind, and each party member ends their story on a meaningful personal note.

CHARACTER PROGRESSION

Characters level up every couple of sessions, whenever you feel they've earned it, or upon completion of the following milestones.

- Solved all of Endercoast's basic needs
- Orchestrated a faction's domination of Endercoast
- Completed a quest

The adventure is intended for 8th to 14th level adventurers, but there are quite a bit more than 6 opportunities to level up. If you'd like to extend the adventure into higher-levelled play, you are free to do so, just be wary of the use of powerful magic like *plane shift* that makes it trivial for the party to escape the Feywild without help. Consider blocking access to any spell that allows a character to teleport or to make extraplanar contact.

ENCOUNTER BALANCING

Once characters reach 11th level, they enter the 3rd tier of play, where they are capable of taking on world-ending threats. The creatures of the fey possess powerful magic, but only a few are of significant danger to existence itself (e.g. Dailili). This means that your party might be facing threats that are wildly disproportionate to their power level, often much weaker but occasionally much stronger. There was no special care taken towards balancing the encounters of this adventure, especially because the archfey can be tackled in any order (or not at all). If you find that a combat encounter swings too far in one direction, you have a few options.

TOO EASY!

The Feywild is a magical place, and travel is complicated. It's likely that even more dangerous creatures might just show up out of nowhere. Roll on a random encounter table (IW 173) appropriate for the region the party is fighting in. Any creatures in that encounter wander in and disrupt the battle.

TOO HARD!

The fey are tricksters, not murderers. If the party is looking like they might take significant losses in battle, their opponents might whisk themselves away, ending the fight immediately and leaving any unconscious party members stable but with a new Fey Mark (IW 55), or, less punitively, a Fey Prank (IW 55).

TOO SLOW!

If combat is taking way too long, consider that the Feywild can spirit people away to new locations at the drop of a hat. If you think it will help, you can remove enemies, friendly NPCs, and even party members at will.

VARIANT RULES

The following variants to the 5th edition rules are recommended for this adventure. Only use however many of these rules appeal to you.

Feats (PHB 165). Alternatives to ability score increases make characters more fun to build and easier to differentiate.

Variant Humans (PHB 31). A feat at level 1 can be a powerful, interesting option for human characters.

Player-Determined Inspiration (PHB 125). Giving a teammate inspiration (instead of relying on the DM) can help build group cohesion.

Proficiency Dice (DMG 263). The Feywild is more chaotic than the Material Plane, and rolling for proficiency rather than flatly applying it might help get across this difference. It makes the game more dependent on luck.

Hero Points (DMG 264). The Feywild is an inspiring place full of magic and wonder, which can bring out the best in those who embrace its majesty. You can re flavour Hero Points as Sublime Inspiration in this way.

Fear and Horror (DMG 266). The Feywild isn't just majestic. It can also be terrifying. Rules for fear and horror can help emphasise this aspect of the realm to your players.

Gritty Realism Resting (DMG 267). While conducting downtime in Endercoast, Gritty Realism (7 days long rest) can put the focus on intrigue and politics by making resources more cost-intensive.

Plot Points (DMG 268). The freeform nature of the campaign means that the players have a lot of say in how the story plays out. You can further increase their agency by implementing a plot point system, which allows them to modify the story in major ways otherwise only available to the DM.

Combat Options (DMG 271). Combat is not meant to be the full focus of the campaign, which means that rules like Massive Damage and Morale that can end combat early could be put to good use in finishing an encounter non-lethally.

Lingering Injuries (DMG 272). Crippling the party might be a good way to get them to seek out a hag for help.

PLOT HOOKS

THE LITTER AND THE PEAT

- A man boasts that he has discovered a way to cheat death. The next morning, his corpse is picked apart by vultures.
- Straw effigies surround Endercoast just outside the city walls. The Sentinels of Equity claim they are wards of banishment, which seem to have failed.

THE COURT OF JEST

- Some people swear on their life they saw an archfey in the audience of the circus. Others say it was only a hallucination.
- Doppelgangers have become a plague on the town. A common nightly ritual becomes quizzing one's family members.

FEAR AND HORROR

In the past few weeks I've had a whole heap of amateurs coming in here thinking the Feywild's gonna be their big break. They ain't ready. And neither are you, as much as you might think otherwise. I'm not renting you lot anything, cause I might as well flip a coin to see if I'll ever get it back. You buy it at union prices or you stop wasting my time.

THE TREE OF INFINITY

- The growth spreading from the North Gate has started to seriously overtake the city. Fire, poison, acid, and axes are only temporary solutions.
- No union-appointed woodsman has yet survived a night in the Feywild.

DEWDROPS

- The weather here is unpredictable and destructive. Even the mild days cause allergies, hayfever, sneezing, and sickness.
- A parade of fey passes through Endercoast singing praises of the Princess of Dewdrops. The parade has dozens upon dozens of goblins, bullywugs, kuo-toas, pixies, and sprites. Might be worth following them.

SPIRITED AWAY

- A teenaged dwarven lass named Magpie seeks out the party to help her track down her seven lost brothers in the Feywild.

THE BOY WHO WENT FORTH TO LEARN WHAT FEAR WAS

- A businessman asks the party to rescue his brother from the clutches of an enchantress in the Feywild. They had a fight the night before he disappeared and he doesn't want it to be the last memory of his brother.

THE SHIMMER



THE SHIMMER

Once upon a time, things were going well for Mayor Attercat. He had a comfortable office in a city that had enjoyed three solid years of growth, and there was barely anything he had to do except approve the odd public works project and look the other way whenever someone passed him a platinum. His dreams of retiring early in a beach house in the neighbouring villages were shattered when he woke up one late morning to the screams of a horrified crowd. As he slipped on his glamoured robes, put on his magic hat, and grabbed his rod of mayorship, he had no idea that his entire world had come crashing down around him. The city of Endercoast was no longer where it used to be. The entire city -- buildings, people, and all -- had just been spirited away.

QUEST SUMMARY

This is the first quest in the campaign book Into Wonderland, serving as the introduction of the setting to the characters. Before beginning this adventure, ensure that your players have created 8th-level characters and have read through what their characters would know of Endercoast and the Feywild.

The party meets for the first time, fights off Dailili, is sworn in as a Feywild Task Force, and discovers they're trapped in a looping dream. The four faction leaders of Endercoast slay a living nightmare and rescue the party. The party takes some downtime in Endercoast to recover before setting out into the Feywild.

By the end of this quest, the party will have ...

- met each other
- fought off a dangerous enemy
- met all four of the key faction leaders in Endercoast
- joined the Feywild Task Force of Mayor Attercat
- escaped a dream sequence
- learned of short term and long term goals for the campaign
- spent some downtime in Endercoast
- learned of some archfey featured in the adventure
- learned how to travel in and out of the Feywild

DM PREPARATION

- Count how many characters in the group are immune to being put to sleep (usually just elves and half-elves). If all of them are immune to being put to sleep, the part of this quest that takes place in a dream will actually be in the dream of Mayor Hitchen Attercat.
- Read the information on the four Endercoast faction leaders from Dramatis Personae (IW 11) and prepare their statblocks to give to your players. If you have more than four players who can be magically put to sleep, also prepare a **mercenary** (NPC 223) statblock for them.
- Prepare for the possibility of a character getting killed; since it's a dream sequence, just revive them at 1 hit point after resetting the day. They're 8th level; they can work out their own methods of healing if they need to.

- Look through the section on Endercoast (IW 22) to be prepared for downtime activities (IW 37) at the end of the quest.
- Incorporate a few plot hooks (IW 100) during downtime to lead the party to the courts of the archfey.
- Prepare the following foes:
 - **Primeval Guardian** (NPC 130)
 - **Shambling Mound** (MM 270)
 - **Awakened Tree** (MM 317)
 - **Dryad** (MM 121)

QUEST STRUCTURE

This quest employs a looping structure. Each "node" of the quest contains options for adjustments you can make the more times that players loop through the quest. The players likely won't realize that the quest is looping until they are already two or three loops in.

Characters that die in a loop reset at the beginning of the next loop with 1 hit point.

Continue looping until the players complete one of the following methods of escaping the sequence.

ONE LOOP

The sequence of a single "loop" of this quest goes as follows.

The Gate. Mayor Attercat invites the fey through the Shimmer.

The party fights off Dailili.

The Growth. The party assists with clearing out Dailili's growth from the Council Hall.

The Grim. Mayor Attercat invites the party to join his Feywild Task Force, but a mysterious figure barges in.

ESCAPING THE LOOP

Your party will be trying to escape the dream with a variety of methods. Allow them to experiment and let them escape if they find a clever solution; you absolutely do not have to make them complete every fight with Dailili.

CHANGE THE SCRIPT

The intended solution for escaping the loops is to speak to Dailili in an attempt to understand and sympathise with her. This teaches the party that negotiating with one's enemies is often the preferred solution to combat in the Feywild, and combat can always be interrupted with negotiation. Don't feel too bad if the party finds another solution; they'll learn this lesson eventually regardless.

Use Dramatis Personae for Dailili's personality, ideal, bond, and flaw (IW 12). The party can convince Dailili to cease her assault if they work in all four of her characteristics into their appeal. They can discern one characteristic by talking to her and succeeding on a DC 10 Wisdom (Insight) check. Once the party has used Dailili's characteristics to change her attitude from hostile to indifferent, the party can then attempt a DC 14 Charisma (Deception or Persuasion) check. On a success, the party convinces her to back off, and the dream ends.

What the party learns of Dailili in the dream will still be relevant if they face down Dailili later in the campaign for real.

KILL DAILILI

Since Dailili escapes on her next turn after being reduced to half hit points or lower, the party may try to "nova" her and kill her outright in one go. You can choose to have the same effect if she escapes or is killed, or you can allow this as a potential solution to waking up.

Dailili does not die in real life if she dies in the dream.

KILL THE FACTION LEADERS

The party might attack the faction leaders. If they try, they hear each faction leader's voice mysteriously wafting in from above their heads, arguing about how it's hopeless trying to rescue people who don't want to be rescued.

Hermione is the voice of reason that convinces the others to keep going with the extraction. She is the one who resets the day for the party.

Don't reward parties who try this tactic by allowing them to escape the dream this way; it is important that they learn that wanton murder won't get them very far in this campaign.

PINCH ME

If all characters in the party die in the same loop, you can treat this as a method of waking up. Otherwise, characters that die in a loop are revived at the beginning of the next loop with 1 hit point.

A NOTE

This method of waking up the characters does not explicitly state that characters must kill themselves, but some players may see it as the intent. Suicide can be a sensitive subject for many players of this game. Avoid treating suicide as a solution to this puzzle if you are not confident that all players will handle it appropriately, respectfully, and without anxiety over the subject matter.

If you want to avoid it entirely, you can instead reset the loop before a character is able to commit suicide.

Remember that even if it takes place in a dream, a character's actions can be more 'real' in one player's mind's eye than another. Your experience may not be everyone's experience. Check in with your players regularly and, if possible, discuss these kinds of topics before they come up.

This note is included here as an example of how to broach complex or controversial subjects in your game. Take this same mindset if other such issues arise throughout this campaign.

PREVENT THE INVITATION

Each day, Mayor Attercat somehow manages to invite in the fey. If the party can stop him from doing that, the fight with Dailili is prevented, and you can decide that this constitutes a valid way to escape.

SOMETHING YOU HADN'T ANTICIPATED

Players can be super creative. If they impress you with how they tackle their escape, just roll a few dice behind your screen, blink a few times in surprise, give them a look of disbelief, and say it works.

THE GATE

At the beginning of each new loop, read the following passage to your players.

In the morning that Endercoast awoke to see the iridescent Shimmer arcing up beyond its walls, like a snowglobe washed in oil, terror had spread and gripped the hearts of all the good people of this city. Mysterious creatures gathered at the North Gate, waiting to be let in. The crowd of onlookers parted to make way for Mayor Attercat, who waved in the interlopers. Fey mixed with mankind, and for a moment, it looked like things were going to be alright. Until the archfey arrived. But before then: who are you, and why were you here on this day?

Fey characters and characters from Endercoast freely mingle amidst the crowd. Give the party time to introduce themselves to one another. Once they have, a disruption occurs.

A hulking figure from just beyond the gate lumbers through the shimmer: a tree, no, a dryad, twelve feet tall, as strong as the headstone of a king's grave. The dryad bellows out in a young woman's voice, soft, bitter, and rumbling: "Relieve Dailili of the wretched taste of your city! The Feywild belongs only to the trees!" The crowd panics. Luckily, a few strong warriors step forth to challenge Dailili.

That's the cue for the party to draw weapons and prepare to fight. Everyone rolls initiative.

MUSIC

If you tend to play music during fights, try "Non, Je ne Regrette Rien" by Edith Piaf.

Each fight, slow the music down. Start at 1x speed, then 0.75x, then 0.5x, then 0.25x.

Dailili starts off as a very strong monster and gets progressively weaker as the loops of the dream repeat. She never uses her true form (IW 196), however.

DAILILI'S DREAM FORMS

Loop	Form	Source
1	Primeval Guardian	NPC
2	Shambling Mound	MM
3	Awakened Tree	MM
4+	Dryad	MM

On initiative count 20 for each round they fight Dailili, the party hears in their mind one of the following whispers.

MYSTERIOUS WHISPERS

d4 Whisper

1	"They don't know, they don't know, they don't know..."
2	"Not yet, not yet, not yet ..."
3	"Can't hear us, can't hear us, can't hear us ..."
4	"Too early, too early, too early ..."

Keep the fights short. Dailili ends each fight after she has taken two turns or has lost more than half of her hit points. She uses her Singular Being trait (IW 196) to collapse and reform elsewhere in the Feywild instantly, leaving behind only an inert pile of plant matter.

The North Gate quickly becomes encrusted with plant matter. Vines sprout from cracks in the stone. A canopy of wicked, spiky leaves grows over the gate, blocking out the sun. It's all overgrown.

Ask the party what they are doing to manage these weeds. Use their tactics to help you transition to the next scene.

THE GROWTH

Transitioning between scenes in the dream takes place automatically and suddenly, and will be the primary source of confusion to your players. Any confusion they express, explain that their characters are feeling the same confusion that they are. Read out the following liminal passage.

You pluck a weed from a crack in the brick wall of the Council Hall next to the river. Seems like a sizable chunk of the city has gathered on the walkways alongside the river through Endercoast and are working together to rip through the choking vines. All of the river's water has been replaced by a churning Sea of Vines.

The party are all working together to clear the vines off the side of the Council Hall. Get them discussing their tactics in more detail. This is an opportunity for the group to get to know one another more deeply while they work.

With each new loop, introduce a different complication the party must overcome.

GROWTH COMPLICATIONS

Loop Complication

1	The weather is too hot. Each character must succeed on a DC 14 Constitution saving throw or take a level of exhaustion.
2	Torrential downpours of sickeningly sweet-smelling rain threaten to wash everyone away. A successful DC 14 Strength saving throw is required to avoid being swept up in the floods.
3	The vines whip around, more animated than usual, restraining anyone who can't succeed on a DC 14 Dexterity saving throw.
4+	There are no vines, but everyone else is still working as though the vines are still here. They yell at the party to keep working or they'll all be choked to death. Again, no vines. Weird.

Through a window in the council hall, the party notices Mayor Attercat in his office speaking frantically with someone important.

THE GRIM

The party transitions into Mayor Attercat's office, skipping all of the unnecessary bits of walking around to the front and speaking to the secretary that are usually skipped in dreams anyway.

As you enter his office through the wide hall doors, you take note of the spaciousness of it all, lined floor-to-ceiling with freshly-constructed bookshelves. You get the impression that the mayor hasn't opened a single book on his shelves in his life. Most of them are about city management and gardening. The mayor waves you over. "Ah, yes, let me introduce the plucky adventurers who saved the city from that evil archfey the other week!"

Mayor Attercat has a different major character in his office each loop.

MAJOR CHARACTER

Loop	Character	Faction
1	Commissioner Huck Lasick (IW 11)	The Endercoast Guard (IW 15)
2	Turph Musheen (IW 11)	The Union of Small Business Owners (IW 17)
3+	Hermione Galanodel (IW 11)	The Sentinels of Equity (IW 16)

For the fourth loop and further, Hermione Galanodel is in Mayor Attercat's office all alone, and she seems to know that the party is in a dream. She gives them advice on how they might be able to escape the loop (IW 102).

HUCK LASICK

The commissioner of the Endercoast Guard, Huck Lasick, scoffs at the idea of creating a Feywild Task Force. He slams his little halfling fists on the mayor's desk in the council hall and says, quite forcefully, that if he is given more funding to train his recruits, the Endercoast Guard will be more than capable of handling any expeditions into the Feywild.

The party has the chance to explain why they would be a good fit to conduct expeditions into the Feywild and survive. Whatever answer they give, Lasick throws up his hands in defeat.

TURPH MUSHEEN

A half-orc man in a well-tailored suit takes a puff from a whalebone pipe. He has four beautiful flowers in his hair. His voice is rough, working class. You recognise him from the papers: Turph Musheen, one of the board members of the Union of Small Business Owners. "Need to be part o' the Union, else you'll be taking advantage of 'em, won't you, Attercat? Or are you lot immune to being taken advantage of?"

The party has the chance to explain how they will take agency over their role in the Feywild Task Force and won't be ordered around by the mayor to do whatever he wants. They will have the power to set their own missions.

HERMIONE GALANODEL

An elven woman in white robes, Hermione Galanodel, speaks with a voice like honey. She seems quite critical of the mayor. "The Feywild cannot be mapped or measured, and the more we send, the harder it will be to return home. I agree that a small but effective group of adventurers is our best bet, but you cannot deny the risk. You, the adventurers we rest our hopes upon: How do you know all of this, everything that's happened today, is absolutely beyond a shadow of a doubt not just a dream?"

The players will likely have figured out that this is a dream sequence at this point, and Hermione's words here offer confirmation. The party is given a few moments to speak with her and ask further questions, as she clearly knows more than she initially has let on.

THE MYSTERIOUS STRANGER

At some point in the conversation, a mysterious hooded stranger enters.

MYSTERIOUS STRANGER ENTRYWAY

Loop	Entryway
1	Blasts open the office doors.
2	Smashes the window and arrives carried by a cold wind.
3	Caves in the ceiling.
4+	Teleports in with a bang.

The mysterious hooded stranger levels at you all a withered, accusatory finger. A mournful wail escapes from underneath the black hood. You know that something is not right. You know this is not how it went. Everything goes black.

From here, restart at The Gate (IW 103) and continue on as if nothing happened.

AWAKENING

You have been asleep for a long time. And now, you finally wake up. You are lying on a makeshift cot in the mayor's office. The whole place looks torn apart. One of the shelves has been knocked over and books are sprawled all over the floor. One of the walls has a massive hole in it. It's raining hard. Water pools in, spoiling the books.

You see four bedraggled figures: Mayor Attercat, Commissioner Lasick, Turph Musheen, and Hermione Galanodel. They've gone through a tough fight on their own. Their hair is messed up. Their clothes are ripped. Their faces are bruised. But they are smiling. They did it. They were able to reach you in the dream, and you were able to rescue yourselves.

After awakening, the party is told that they were targeted by a powerful archfey. The mayor suspects Dailili, of course, but Hermione explains that Dailili isn't the only archfey in the Feywild. The other archfey might have a vested interest in making everyone think it was her.

Hermione cast *extract dream* (IW 95) on the party while they were asleep; their ability to escape was only because the four faction leaders collectively defeated their own dreamlike specter of Dailili in the real world, as per the spell.

In any case, the paperwork is official: the party now forms the mayor's Feywild Task Force. Their first mission is to investigate the source of the powerful magic cast upon them, probably by attempting to locate Dailili's fey court or find rumours of other archfey in the area.

The commissioner, scowling, reminds Hermione that there are more pressing concerns. Endercoast is running dangerously low on food and water. There's a huge displaced population of holiday-makers who don't have a roof over their heads. Everyone distrusts the fey and each other -- often for good reason. And nobody feels safe. These five basic needs must be fulfilled before everything else.

Make sure the party has written down these short term goals.

Turph Musheen, ever the pragmatist, adds, "Oi, don't forget the purpose of all this task force malarkey. We oughtta find Endercoast a way back home. We got business to get back to."

Make sure the party has written down this long term goal.

The mayor claps his hands together in glee. "Splendid! Take a few weeks to get settled into town -- you deserve it after such an ideal -- and see if anyone's got info about the Feywild in town. We've been leading you around by the hand up until now, but the rest is up to you to decide. Off you go!"

DOWNTIME

The party has three weeks of downtime to spend in Endercoast (IW 37). The party has been unconscious for more than a week. They begin their downtime in Week 11 of Spring and end their downtime in Week 1 of Summer, celebrating the Summer Solstice (IW 43).

Make sure to work in plot hooks and rumours of future quests and monsters.

When their downtime is complete, Hermione Galanodel meets them for dinner at the Horizon's Edge Eatery (IW 31). She's paying. She tells the party about how anyone who tries to venture out of Endercoast just winds up right back where they started. Crossing the threshold into the Feywild takes a bit of finesse.

See the Feywild Travel section (IW 52) to find the information that Hermione relays to the party.

She asks the party what they've discovered about the Feywild, what their plans are, and how they intend to approach their short and long term goals.

QUEST COMPLETION

The Shimmer is complete when the party successfully enters the Feywild. This is a good opportunity for the party to level up. You can treat a level-up as the result of each party member's efforts to improve their skills during downtime, or as a spontaneous power boost they receive just by passing through the Shimmer and entering into the Feywild.

Remind your party that a long rest will not be possible in the Feywild; they will need to return to Endercoast each time they wish to take a long rest and/or level up. This can be presented diegetically (the characters are told this by Hermione Galanodel) or metatextually (the players are told this by the DM).

FAQ

What happens if my character dies during the dream? They revive with one hit point each time the dream resets.

Does my character regain all of their resources when the dream ends? No -- they must complete enough long rests to recover all their resources and get rid of their exhaustion levels, hence three weeks of downtime in Endercoast.

My character can't be put to sleep by magic. Am I still asleep for the dream? No, your character was awake the whole time, attempting to rescue the others. In the dream, you were playing a manifestation of that character as dreamed up by the others. Outside of the dream, your character assisted the four faction leaders in the extraction.

Every party member is an elf. What happens now? You all collectively entered the dreams of Mayor Attercat to extract him instead and lost yourselves in his dream.

LUCID DREAMING

If you find out how you were able to control your unwaking mind like that, let me know. Only way I'm getting out of this damn shop is in my dreams.

THE LITTER AND THE PEAT



THE LITTER AND THE PEAT

Once upon a time, a poor man had twelve children and was forced to work night and day to provide for them. Many nights he had to go without food himself. When his thirteenth child was born, knowing he could not care for him, he resolved to walk the forest path and find a godfather for the boy.

The first man he came across was a young man. The young man told him that he would be the best godfather he could be. He would give the boy the world. He would protect him from evil, shield him from fear, save him from death. The poor man laughed. "You have not the wisdom of age. A boy does not become a man by being sheltered from the world." The poor man walked on.

The next man he came across had skin as red as hot coiling iron and horns ripped from the head of a sacred ebony goat. The man was Asmodeus, Lord of the Nine Hells, and Asmodeus told the poor man he would raise his son, as long as the contract was signed that day. The poor man laughed. "You may be the greatest of the devils, but you are still a devil. You prey on the poor, the desperate, the impatient. I may be poor and desperate, but I have the patience to trust that you will not be the last one to offer me help." The poor man walked on.

The third man he came across was a celestial knight in beaten armor, the Vigilant One himself, Helm, the God of Protection. Helm introduced himself as such and vowed that he would raise the poor man's boy to be strong, wise, good, resilient, moral, and fair. The poor man nodded at each of these but the last. He did not laugh. "The audacity you have to declare yourself capable of teaching someone what is fair, when a poor man like me spends his life toiling to be a good father, praying to you, only to be beset by countless misfortunes. Leave now, before I curse you with the same lifetime of scorn you have shown to me." The poor man walked on.

The final man he came across was hidden under a black shroud. The hidden man said, "Your boy will grow to be resilient, for I will be his companion in times of strife. Your boy will be grow to be patient, for all good things will come to him in time. And your boy will grow to be fair, for he will see first hand how little I care for riches, how little I care for luck." And for once, the poor man was convinced by what he had heard. He knew in his heart that this man could not lie.

The poor man returned to his twelve children. They asked where their brother had gone. The poor man laughed, a horrid laugh, and could say only this: "Your brother is in the hands of death."

QUEST SUMMARY

The party travels through the Feywild and reaches the court of the Litter and the Peat, ruled by Lord Cals. The archfey offers Endercoast food, water, and shelter if the party can locate the spy in his court.

Upon successfully identifying the spy and securing resources for Endercoast, Lord Cals offers to trade information on how to send Endercoast home to the material plane if the party can goad Dearest Gran into revealing herself by slaying three monsters: the ancient boar, the ancient wolf, and the shadow in the Feydark. Upon completion of these tasks, Lord Cals reveals important information about the Harmonic Convergence.

The party can optionally locate Lord Cals' godson in Endercoast, which will increase their relationship with Lord Cals' court.

By the end of this quest, the party will have ...

- negotiated with an archfey
- located a spy in an archfey's court
- obtained some help for basic needs of Endercoast
- hunted and defeated three immortal beings
- learned of Harmonic Convergence

DM PREPARATION

- Make sure that your players have been given sufficient plot hooks (IW 100) to foreshadow this quest.
- Allow the players to pick up plenty of rumours about Lord Cals (IW 109).
- Read the Brothers Grimm fairy tale [Godfather Death](#).
- Read Lord Cals' description in *Dramatis Personae* (IW 12) and familiarise yourself with the abilities from his statblock (IW 190), especially his spells.
- Familiarise yourself with Feywild travel (IW 52).
- Pre-roll some random woods encounters (IW 173).
- Prepare foes from Lord Cals' list of minions (IW 18), especially the following.
 - **Dream Guardian** (NPC 69)
 - **Warlock of Lord Cals** (IW 228)
 - **Nothic** (MM 236)
 - **Oni** (MM 239)
- Prepare additionally the following foes.
 - **Ancient Boar** (IW 201)
 - **Ancient Wolf** (IW 207)
 - **Dearest Gran** (IW 232)
 - **Poppiplob** (IW 236)

PLOT HOOKS

- A desiccated corpse is found in the middle of town square being picked apart by vultures. As people approach, the vultures seem to teleport high above the crowd's head. They circle ominously. A young mother and her kids wail in agony. He had just gotten better. How did it end up like this? Inquiry shows that the dead man had fallen terribly ill and had ventured into the Feywild to seek a cure. Sure enough, when he returned, he was cured, all thanks to his "grandmother", or some other name, can't remember. But as he boasted of his ability to cheat certain death, he was descended upon by the vultures and slain. It is said the vultures are agents of an ancient and powerful archfey.
- Just outside the city walls sit stand hundreds of straw people held up on gnarled black staffs of burnt wood. The Sentinels of Equity claim that they are wards of banishment, but that the lingering traces of the Material Plane are blocking the archfey's attempts to send the city home -- perhaps negotiating with the archfey might bear fruit.

CUSTOM ARCHFEY

This court serves well an archfey with a strong connection to death.

If you are using a custom archfey and would like to use The Litter and the Peat as their court, ensure that you read through the entire quest before you start and replace any relevant details with what would better suit your archfey. For example, Lord Cals' godson might instead be your archfey's offspring, or just someone they've taken under their wing. Keep the broad strokes of the quest mostly the same.

LORD CALS

Look, if you want a weapon to hurt an archfey like that, first thing I'll tell you is that you're going about it the wrong way. You might as well try to fight the concept of "mis-understanding" or "hubris" or "the human condition" or whatever. But if you're intent on drawing blood, a simple blade won't do, and neither will your spells.

RUMOURS OF LORD CALS

The following rumours about Lord Cals can be picked up by the party in their travels and research. Learning as many rumours as possible will give the party a better chance of interacting socially with Lord Cals or facing him in battle.

False or misleading rumours have been marked with an asterisk (*). This doesn't mean that such rumours are entirely untrue, just that the truth is more complicated than is stated.

RUMOURS OF LORD CALS

You can roll randomly for the following rumours, or choose a rumour you like.

d20 Rumour

- 1 He is powerful enough to shrug off magic as though it were a fine layer of dust upon his shoulders.
- 2 He sees only truth.*
- 3 He is older than the universe.*
- 4 You never meet his true form.*
- 5 He is much more wrathful than he appears.
- 6 The rose around his neck is all that remains of a faerie queen whose heart he scorned.
- 7 He can only be defeated in the short term. In the long term, he will always be victorious.
- 8 He has no conception of good or evil. All are the same in his court.*
- 9 No mortal weapon can harm him.
- 10 He can weather the coldest winter, the hottest summer, the darkest storm.
- 11 His very touch inflicts a terrible curse.
- 12 He can stop time.
- 13 Dark spirits fight for him in battle.
- 14 He wishes to slay the hag, Dearest Gran.*
- 15 He can weave words in such a way that they cannot be resisted.*
- 16 He steals your spells and uses them against you.*
- 17 He adopted a human son, but they are now estranged.
- 18 He guides Tettlebug Moonflower with a subtle hand into achieving his goals for him.*
- 19 He allows Dailili to wreak havoc across the land because it will eventually benefit him.*
- 20 He cursed Cirrus the Jester with madness.*

APPROACHING THE COURT

The party explores the Feywild until they come across someone who can tell them about the emotional truth needed to reach the Litter and the Peat. The faeries of the faerie village (IW 58) know of Lord Cals, as does Dearest Gran (IW 61), though any fey creature might have this information.

"All you have to do is wait. Wait for the sun to rise. Wait for the rain to fall. Wait for the mountains to be ground to dust. Wait for the storms to pass, for the storms to rattle once more, for the ground beneath your feet to split and crack apart with age. Wait for the floods, wait for the droughts, wait for a trillion mayflies to cry out that they will not be forgotten, and wait until they are forgotten. Wait for the sun to grow cold, the rock to grow hot, the stars to die out, the universe to be reborn. And there you will find the Litter and the Peat. Just wait."

As the party waits for the Litter and the Peat to come to them, roll on the Woods random encounter table twice and add the following twists.

TWIST I

Everyone in the encounter is affected by the spell *slow* until it is resolved.

TWIST II

Everyone in the encounter is affected by the spell *slow* until it is resolved, and the encounter takes place on a floating chunk of stone wall that was once part of a glorious cathedral. The sky shines an iridescent pink and blue as more chunks of stone rise up from an endless void beneath.

WELCOME

As the universe is reborn and the world reshapes beneath your feet, you watch as a civilisation rises around you. Generations rise and fall in the blink of an eye. People love, they laugh, they build, they fight, they cry, they yearn, they create, and slowly but surely, a crack forms in their society. At first, a niggling worry, then it widens, and widens, until soon all that any generation can focus on is that crack, and one day it widens so far so quickly that it can never be repaired. It was always too late to repair it. And yet their society marches on, fighting and loving and creating and hoping that the crack will be fixed. It never is. And soon they all drift apart when the crack reduces their foundations to nothingness. This civilisation had been dying long before, and this was the moment they were finally, mercifully erased. It is here, frozen in time in this one moment, this cataclysm, that the Litter and the Peat was formed, for that little crack, ever widening, was Lord Cals.

The party is surrounded by **scarecrows** (MM 268) forming a circle around them, watching silently and motionlessly. Stepping across the frozen cathedral walls as casually as one would step across rocks in a river, and escorted by a **stone golem** (MM 170), is Lord Cals himself.

The archfey is old, unimaginably so. He is a skeletal specter draped in a black cloak, the hood caught on the horns of a primordial goat's skull behind which his eyes shine as white as a supernova. A necklace of coarse rope is adorned with a beautiful flushed-red rose, the only splash of colour. His voice is deep, slow, cracked, and sonorous.

"I knew it was only a matter of time until you came to me. The city, it is a black mark on the Feywild, a corruption. It must be removed. Tell me this is your purpose."

The party must tailor their response based on their understanding of Lord Cals' characteristics (IW 12). They can draw upon research or rumours they've heard of Lord Cals, and they can attempt a DC 20 Wisdom (Insight) check to deduce more information about his characteristics (up to your discretion). If they incorporate at least two of his personality traits, ideals, bonds, and flaws into their answer, they gain the ability to make a DC 14 Charisma (Deception or Persuasion) check to convince Lord Cals to help them. If their answer doesn't incorporate Lord Cals' characteristics, or if they fail their check to gain his favour, Lord Cals tells them that their idealism shall not serve them well in this court, then dismisses them into The Unknown (IW 65).

The party can only return to the Litter and the Peat if they have a court relationship of 1 or higher. They can raise their court relationship by completing the Lord Cals' Godson sidequest or by being a warlock or courtier of Lord Cals.

THE DEAL

"I am content to allow Endercoast to destroy itself." He gestures around him at the destruction of a civilisation, frozen in time. "Just as our progenitors once did. All the same, however, the city's presence here blackens the earth. Hastening its departure might be for the best. I can offer you the following. Pick two."

Food. *"Dead things pass through this realm. Their energy can be used to fuel life that hasn't yet been extinguished."*

Water. *"I know of a spring that drips eternal, a siphon into the Plane of Water itself."*

Shelter. *"My vultures will guard Endercoast from terrible creatures. No beast dares to pass under the shadow of my creations."*

"These offerings come with a condition. An insidious crack has opened in my court, the same crack that threatened and eventually destroyed the civilisation whose ruins we tread upon. There is one who is untrue. Wait for them to reveal themselves. Bring them to me. Only then shall I grant you what you have asked."

THE SPY

Lord Cals wishes for the party to identify a spy in his court.

The courtiers of the Litter and the Peat consist primarily of eladrin **warlocks of Lord Cals** (IW 228), **cultists of the archfey** (NPC 208), and **dream guardians** (NPC 69). Circling overhead are **time vultures** (IW 216) and a grinning **oni** (MM 239) riding a broomstick of some progenitor race's spinal column. **Nothics** (MM 236) peek from between cracks in the massive stone platforms while **will-o'-wisps** (MM 301) sparkle in the void between.

The party can speak to any of the following characters to work out who the spy is. Present these options to your players. They can speak to them in any order.

- Anamnest Nogilny, eladrin **warlock of Lord Cals** (IW 228), who studies the linguistics of the progenitor race in their destroyed library.
- Rolf Dugnut, forest gnome **dream guardian** (NPC 69), who torments Lord Cals' enemies in the hopes of revealing the location of Dearest Gran.
- Dustice, **nothic** (MM 236), who uses scrolls of *scrying* to spy on the enemies of Lord Cals when he isn't out preying on their secrets in person.
- Bug, **oni** (MM 239), who patrols the court searching for interlopers and thieves.

Any of these five characters might be a spy. Decide which of them you think would be most interesting as the spy, and work in the following indicators. Variations on these indicators are included for each of the spies.

- The spy suffers from a hag curse of Torment (IW 62). They are suffering from three levels of exhaustion, and it will only get worse with time. Their work as a spy is in the hopes that Dearest Gran will show them grace.
- The spy has a connection to the number 14.
- The spy is content; their innermost desires have been fulfilled through their deal with Dearest Gran.

Alternatively, you can decide that one of the party members is actually the spy. In that case, give them the following bond and goal.

Bond. You've made a deal with Dearest Gran to spy on Lord Cals. The number 14 has suddenly become extremely important to you. Work with your DM to determine how this number manifests in your life.

Goal. Learn at least three spells Lord Cals can cast. Do not be caught.

If the spy succeeds on a DC 14 Charisma (Deception) and/or Dexterity (Stealth) check, they learn any rumours about Lord Cals that they don't already know and must use those rumours to determine at least three spells Lord Cals is likely to have prepared. Reward a player with inspiration if they find a way to cajole Lord Cals into casting a spell without drawing suspicion.

ANAMNEST NOGILNY

The progenitor library is in cross-section, split straight down the middle. From your perch on the floating cathedral wall, you can see every level, every shelf, every interlocking staircase of the whole library, unimaginably huge with unimaginable wonders locked within, and it pains your heart to know that half has disintegrated already. You can see the eladrin warlock Anamnest treading lightly in the air upon the frozen pages of a book torn apart, each page a stepping stone. She is in eternal winter, and the winter of her discontent spreads to the library itself, which sparkles with freshly-fallen snow.

Anamnest Nogilny has the following characteristics. They can glean a characteristic with a successful DC 14 Wisdom (Insight) check or by conversing naturally with Anamnest.

Personality. I weep at all that has been lost. The great injustice of the universe is that we cannot recover what is truly dead.

Ideal. Preservation: I hold dear to my heart all that I can, for if I lose grip, it will all be lost.

Bond. It is my duty in Lord Cals' court to scour the library for any clues as to the translation of the progenitor race. Their language is so ancient that even *comprehend languages* only returns gibberish.

Flaw. The grip of my convictions is so tight that I destroy things even in the act of trying to preserve them.

SECRETS

Anamnest is indifferent to the party, as she is focused on her work of translation. By using Anamnest's characteristics, the party can raise her attitude to friendly, allowing them to uncover the following secrets by interacting with her. The DC for any social checks they make against Anamnest is 14.

- The progenitors were destroyed indirectly by Lord Cals.
- Lord Cals cast a powerful version of *time stop* to preserve the final moment of their civilisation, though the crack that destroyed them was already in the works for centuries.
- Lord Cals once knew their language, but has forgotten it after so many millennia.
- Lord Cals bears the skull of an ancient scholar of their civilisation. Like all of his physical manifestations, he has adopted his form from a creature he has "taken" -- i.e. orchestrated the death of. His true form is unknown.
- Defeating his physical form would only be a minor setback. He will inevitably regenerate after one thousand years have passed -- a drop in the ocean for an immortal being such as him.

SPY DETAILS

If Anamnest is the spy, she has the following quirks.

- Her tears have frozen on her cheeks, and her tired eyes have gone icy and blank. She reads the same pages over and over again, hardly realizing that she is repeating herself.
- 14 magic snowflakes dance in and out of her white hair. She can use them in place of coins for the cantrip *coin toss*; they immediately reform after being used.

- She has successfully translated the progenitor language, but dares not reveal it to anyone, especially not Lord Cals. She continues on with her work, keeping a secret journal of her translations.
- She'll try to pass off suspicion onto Rolf Dugnut (IW 112) by revealing Rolf's flaw.

TRANSLATIONS

If Anamnest is the spy, she will have translated the progenitor language. As the only one with the knowledge to do so, anyone who wishes to read their books must work off of her notes. Unfortunately, her notes are very confusingly written in loopy sylvan script, requiring a DC 14 Intelligence or Wisdom (Insight) check.

If Anamnest isn't the spy, the party can help her translate the books by asking for assistance from a powerful being such as Dearest Gran or another archfey, or they can spend 14 years in service to Anamnest and succeed on a DC 30 Intelligence (Investigation) check at the end (their efforts are wasted on a failed check). The party should be well aware of the difficulty of such an undertaking.

Many of the books aren't all that interesting. Most of them are functional in nature, detailing architectural configurations and the accounting of progenitor projects. However, a few books detail poetry, and although much is lost in translation, the poetry itself strikes the reader as painfully true, agonisingly real, and overwhelmingly sad. The reader gains advantage on Charisma (Performance) checks if they use progenitor poetry as inspiration in their performances. An example of the poetry is included below.

*As a boy my mother told me
We would all soon be gone
And I knew this wasn't true
Because I had so much life ahead
As a man I told my children
We would all soon be gone
And they knew it wasn't true
Because they had so much life ahead*

If the poetry is performed for Lord Cals, he will be moved to tears, and then he will order the destruction of the library.

ROLF DUGNUTT

The gnome has skin like bark and hair like the stiff bare branches of a maple tree in the winter. He sits cross-legged on the roof of a church to a long-lost god -- all but the roof has disintegrated, of course -- and has his eyes closed deep in meditation. He opens one eye and mischievously beckons the party to join him. He is currently tormenting a poor faerie with terrible nightmares. "Trust that she is afraid. She'll reveal her secrets soon. Forget about her and ask me anything you'd like."

Rolf Dugnut has the following characteristics. The party can glean a characteristic with a successful DC 15 Wisdom (Insight) check or by conversing naturally with Rolf.

Personality. I've got one foot in the real world and one foot in dreams. One eye is perpetually asleep, the other perpetually awake.

Ideal. Escapism: Reality sucks. You can't leave it but you can certainly keep a loose grip.

Bond. I dreamed of a life I never had, a family who loved me, a village, a community, all my own. Maybe I can return to that dream. It is more real than all I see before me in this court.

Flaw. I bear no real loyalty to anyone, and have no real understanding of consequences.

SECRETS

Anamnest is indifferent to the party, though he is curious of their intentions. By using Rolf's characteristics, the party can raise his attitude to friendly, allowing them to uncover the following secrets by interacting with him. The DC for any social checks they make against Rolf is 15.

- Lord Cals believes Rolf torments others with visions of Lord Cals himself, but Rolf likes to get more creative with it. He shows them something they want, something they yearn for, desperately, and then he takes it away. It's more in the spirit of what Lord Cals would want.
- Lord Cals has forgotten more than he is willing to admit, and the only thing that truly scares him is losing his mind.

SPY DETAILS

If Rolf is the spy, he has the following quirks.

- Even his wakeful eye is droopy, and he suffers from the same nightmares that he inflicts on others.
- The nightmares he inflicts last for 14 minutes exactly.
- Each night, he dreams of his imaginary family, and it's just as beautiful as he remembers. He knows that as soon as he steps out the door of his house, his wonderful dreams will end, and the nightmares will begin, so he spends more and more of his time in his dreams, reluctant to pass on. It's seriously affecting his work.
- He'll try to pass off suspicion onto Dustice (IW 113) by revealing Dustice's flaw.

ROLF'S FAMILY

"I was struck, I think, by some manner of creature like a bugbear or an ogre. I think I may have been dead, or close to it. I laid bleeding on the ground with my skull half caved in. A woman came to my rescue. She blasted away my attacker and healed my wounds, but I was still in a daze, barely myself, and she took me in and cared for me. She was a gnome, like me. I married her. Since I had no home, and no memory from before the day I was struck, she took me to her village and I was accepted as one of them. They lit a bonfire as they gave me my new names, and I lit a candle from that fire that I knew would never burn out. That candle still burned, as tall as ever, even after my wife bore me a daughter. I raised the girl to be beautiful, talented, empathetic, kind, and loving. And still the candle burned. I stared at that candle one night, and something was strange, more so than the fact that it would never burn out. It just ... didn't look right. Like it was flat, and always turned towards me, and its flame didn't flicker, and its light didn't shine."

"But I ignored it. My daughter became a weaver and my wife grew sick. I cared for her in the darkest nights, the coldest winters. And still that candle burned, and still I ignored it. When my wife finally died, the candle burned out. I called my daughter to the house, and I decided I would relight the candle after we buried her mother. She told me that's not what she wanted. But I knew what needed to be done. I reached out to take the candle. I could not wrap my hands around it. My daughter pleaded with me to stop. I tried again. It was as though the candle wasn't even real. And sure enough, it wasn't. I didn't get the chance to say goodbye. I woke up. Still bleeding on the cave floor. Lord Cals took me into his court. And here we are. The thing is, I can't remember my wife's face anymore. She's a smear in my mind. But my daughter ... I know her face better than my own."

DUSTICE

In the massive telescope of a long-destroyed observatory sits a monstrous little creature with a great big green eye, peering through the cracks in the glass. The nothic has made itself a little shrine in the tunnel of the telescope. The shrine has a marvellous watercolour portrait of a strikingly handsome satyr. A set of panpipes whistles a haunting tune as wind rushes through the telescope's tunnel. An ivory chip of horn has been lovingly placed upon a bed of soft down. Pinned to the tunnel walls are dozens of scrolls of scrying. The nothic is currently scrying the very satyr whose painting hangs in his shrine; the telescope's glass shimmers and displays a peaceful waterfall somewhere in the Feywild where the satyr bathes. The nothic watches in adoration.

Dustice has the following characteristics. The party can glean a characteristic with a successful DC 12 Wisdom (Insight) check or by conversing naturally with Dustice.

Personality. Spying on people for a living has given me good insight into how people think and act, so I'm a bit of an armchair psychologist.

Ideal. Preparation. You can never spend too much time planning your approach.

Bond. I am hopelessly in love with the satyr Jingle Bells and can't bring myself to file a report to Lord Cals. I'm always asking for more time (and ever more scrolls of scrying).

Flaw. I'll happily watch someone all day planning the best thing to say to them, but I trip over my words when it comes time to talk.

SECRETS

Dustice is indifferent to the party, as he is only concerned with fawning over the image of Jingle Bells. By using Dustice's characteristics, the party can raise his attitude to friendly, allowing them to uncover the following secrets by interacting with him. The DC for any social checks they make against Dustice is 12.

- The irony of an immortal being who punishes those who cheat death is not lost on Lord Cals. The only being in the world he hates more than Dearest Gran is himself.
- Lord Cals speaks to his stone golems as though they were family. They are the only ones who will not judge him for his deepest insecurities. Sometimes all we need is someone who will listen without interjecting.
- Lord Cals' godson lives in Endercoast. Perhaps that might have something to do with why Endercoast was spirited away to the Feywild in the first place. Not to say that Lord Cals did it, necessarily, just that there's likely a connection there.

SPY DETAILS

If Dustice is the spy, he has the following quirks.

- His green eye is bloodshot with exhaustion. Seems he's been staying up late doing nothing except watching Jingle Bells.
- He has 14 scrolls of *scrying* which regenerate automatically after being used.
- He met Jingle Bells disguised as a beautiful prince. Jingle Bells reciprocated his affections. Dustice is too ashamed to show his love his true form. He stays in his scrying telescope because it is a familiar comfort, and because he is scared of what might happen if Jingle Bells finds out who he is.
- He'll try to pass off suspicion onto Bug (IW 113) by revealing Bug's flaw.

THE SCRYING TELESCOPE

The scrolls of *scrying* are enchanted to disintegrate if removed from their hooks, but Dustice will be happy to help the party scry on anyone they wish as long as they help him gain the courage to speak to Jingle Bells. See the spell *scrying* (PHB 273) for details on how to maximise the likelihood of success.

Dustice will also be happy to scry on Lord Cals' godson. He already has all of the materials he needs, and the spell succeeds due to his familiarity. The godson is a handsome human **herbalist** (NPC 125) in his fifties named Lord Zephyr Sunset. He can be found most Friday nights at the Horizon's Edge Eatery, having a nice meal overlooking the Sea of Vines.

BUG

Racing through the pink-and-blue sky on a broom of severed spines, the grinning oni Bug cackles with manic glee. She screeches to a halt before you, steps off her spinal column broom, and towers above you. She is eleven feet tall and under the links of her chain mail her blue skin ripples with muscle. She plants her glaive on the stone platform, which shakes violently, and demands that you tell her if you have any intention of stealing from the Litter and the Peat.

Bug has the following characteristics. The party can glean a characteristic with a successful DC 13 Wisdom (Insight) check or by conversing naturally with Bug.

Personality. I am bold, brash, confident, and frightening.

Ideal. Fearlessness. The end comes to all. Why be afraid?

Bond. I was once ordered to kill a young boy and bring the corpse to Lord Cals as proof. I could not do it, for the boy was so small. I slew a doe and mutilated it until all that was left was organs, and then placed a glamour upon the organs so that they would be identified as the boy. Lord Cals saw through my glamour. My punishment is that I cannot leave the Litter and the Peat. I must guard it until I die.

Flaw. I have a compassionate streak, and I hate myself for it.

SECRETS

Bug is indifferent to the party, as she wants to ensure that they have no intention of overstaying their welcome. By using Bug's characteristics, the party can raise her attitude to friendly, allowing them to uncover the following secrets by interacting with her. The DC for any social checks they make against Bug is 13.

- Lord Cals is a jealous steward of this place. The progenitors are his. No-one else's. She may live here, she may even be trapped here forever, but she is only a guest. Even those who spend their whole lives in this court are only guests.
- Lord Cals has truesight. No glamour can fool him. However, his confidence can make him blind to true deception.
- The boy she was tasked to kill was Lord Cals' godson. She was the one who eventually convinced Lord Cals to accept his responsibilities as godfather and provide a better life for the boy.

SPY DETAILS

If Bug is the spy, she has the following quirks.

- She is woozy on her feet, and she has massive bags under her eyes.
- She is 14 feet tall instead of 11 feet tall, and her AC is only 14 instead of 16, despite wearing chain mail.
- She has managed to leave the Litter and the Peat and visit other locations in the Feywild like the faerie village and the bullywug swamp. Her eyes might light up in recognition if they are mentioned in casual conversation, or she might even make an unforced error and slip up.
- She'll try to pass of suspicion onto Anamnast (IW 111) by revealing Anamnast's flaw.

LORD CALS' GODSON

Bug has a special fondness for Lord Cals' godson Lord Zephyr Sunset, who is now in his sixties and works as a physician in Endercoast. She'd like to see him again, though the freedom to leave the Litter and the Peat is her most pressing concern.

REVEALING THE SPY

The party must provide evidence to Lord Cals if they accuse one of his courtiers of being a spy. He will interrogate them under *zone of truth* to ensure they are not deceiving him.

If he is satisfied with the evidence, he will bring the spy before him, cast *despair* upon them (they automatically fail the save), and then kill them with a casting of *finger of death* (don't roll for damage; it's an auto-kill). When they rise as a zombie, Lord Cals' two **stone golem** (MM 170) guards pummel the zombie into a red smear on the stone.

Lord Cals thanks the party for their efforts and grants them the basic needs for Endercoast they have selected.

If the party has solved all of Endercoast's basic needs as a result of completing this part of the quest, they can level up upon returning to Endercoast. Encourage the party to return to Endercoast for a long rest regardless.

RIVALRY

Lord Cals tells the party that they have proved their willingness for cooperation with the Litter and the Peat and that he would ask of them to complete another mission. If they fulfill his request, he will reveal to them how to return Endercoast home to the material plane.

"The hag. Dearest Gran. She is responsible for the spy in my court. For too long she has conducted blasphemy after blasphemy, delivering curses of immortality as though it means nothing. I intend to imprison her just as I have imprisoned so many others who have slighted me. She will be locked in a jade toy house of her hut, just as she has locked so many away herself. But she must first reveal herself to me. I would have you draw her anger by slaying three creatures to whom she has granted immortality."

***The Ancient Boar.** "Stubborn as iron, the boar would not die even after she struck it for eating from her garden. She warded the boar from almost any killing blow. Find a way to strike it down regardless."*

***The Ancient Wolf.** "The wolf cried out to be saved from a trap and to see its family again. Dearest Gran answered, but her deals always come with a price, and the price the wolf paid was having to watch his family grow old and die while he remained. End the wolf's loneliness."*

***The Shadow.** "Having come to Dearest Gran to cure his terminal illness, Dearest Gran erased his name and his body, leaving only a shadow that she banished to the Feydark. The shadow grows in power through the worship of the kuo-toas. Find it and kill it before it becomes a god."*

The **ancient wolf** (IW 207) and the **ancient boar** (IW 201) can be found separately in The Unknown (IW 65) or as the next Ancient Beast found in a random encounter (IW 173). The shadow, **Poppiplob** (IW 236), can be found in the kuo-toa colony in the Feydark (IW 59).

Use the rules of travel (IW 173) and rumours for each monster (IW 201, 207, 236) to track down and face these three foes.

The party need not kill these foes to complete their mission. They must bring evidence to Lord Cals, but evidence can be faked, and while Lord Cals has truesight and *zone of truth*, he can still be deceived.

If Lord Cals is satisfied with the evidence, he sits and waits.

"If what you have presented is true, Dearest Gran will be enraged. In her rage she will make a mistake. And when she makes a mistake, I will be there. Soon she shall join the rose around my neck." The white light behind his eyes grows dim, as though in slumber. After a few minutes, his eyes light back up. "What are you still doing here? Oh, of course, the secret to returning your city to its realm."

Lord Cals explains that the city was transported here during a Harmonic Convergence -- a celestial alignment set by the gods. What that means is that Endercoast can only be transported back during a similar Harmonic Convergence, an event that occurs precisely once per year on the same day.

"For reasons I cannot fathom, your city intends to celebrate this day. I condemn the foolishness in the same breath I admire the defiance. While your city celebrates, you shall steal away across the Sea of Vines to the lighthouse on the rock. There you shall find your answer. Be gone. I must prepare for the hag's mistake." His eyes dim once more.

QUEST COMPLETION

The Litter and the Peat is complete once Lord Cals reveals his information about the Harmonic Convergence.

As a reward, the party's relationship with Lord Cals' court (IW 18) increases by 1, and they can level up upon return to Endercoast.

The party still has the opportunity to complete the sidequest Lord Cals' Godson to increase their relationship with the Litter and the Peat even further.



LORD CALS' GODSON

Death raised the boy to be resilient, to be patient, and to be fair. Having grown up on the threshold of life and death, the boy naturally was inclined towards the art of healing. The boy became a man, and as a man he became a talented physician, perhaps among the most talented who had ever lived.

Death was fond of his son, though he grew worried that the man believed too highly in his skills. Death came to the man as he prepared to treat a very sick patient and told him thus: "If you should treat a person and see me at the foot of their bed, put away your tools, for I will soon take my next soul. There is nothing more you can do." The man swallowed nervously, but agreed. And sure enough, at the foot of his patient's bed, he saw Death, and he tearfully informed their family there was nothing more he could do. And so it was for many years. Some patients would be treated. Others, there was nothing more he could do.

Death gravely watched as the man married a beautiful woman, a physician herself. Soon the newlyweds learned that knowledge of death does not make one immune to death's call. His wife fell ill a week into their marriage. He prepared to treat her, but to his horror, he saw Death standing at the foot of her bed. This time, thought the man, it would be different. Death was his godfather. Death would understand if he saved just one. And who could blame the man for saving the one person in the world who was most important to him? And so the man treated his wife. Miraculously, she was saved.

Death was furious at the transgression, but fury is not becoming of Death. Death is limitlessly patient. Death waited as the man's wife grew pregnant, another transgression for a woman who should already be dead. Death waited as her husband cured her several more times, and each time the man thought that if Death was truly angry, his wrath would already have been felt. Death waited as the wife gave birth. And then he took her, and he took her child. Most cruel of all, he left the man alive. And there was nothing more he could do.

This is an optional sidequest for the Litter and the Peat.

As part of identifying the spy in Lord Cals' court, the party will have gained information about Lord Cals' godson, a man named Lord Zephyr Sunset who lives in Endercoast. The party has the opportunity to track down the physician and attempt to convince him to reconnect with Lord Cals.

LORD ZEPHYR SUNSET

Widely considered to be one of the best physicians to have ever lived, Lord Zephyr disappeared from the limelight many years ago for mysterious reasons. He still practices, but only privately, and for great expense. He's treated each of the four key faction leaders of Endercoast (IW 11) at some point or another. Each Friday, he eats dinner alone at the Horizon's Edge Eatery (IW 31) where he has a view of the Sea of Vines.

Lord Zephyr can be represented by a human **herbalist** (NPC 125). He usually travels unarmed but, when prepared, is as adept at taking life as he is at saving it.

Appearance. Square-jawed, with a neatly trimmed black moustache and severe cheeks and eyes.

Voice. Deep and sonorous, just like his godfather.

Personality. He is a tired, serious man with a grave outlook.

Ideal. Obligation. It is his duty to help the less fortunate.
(Neutral Good)

Bond. He was raised by Lord Cals, who some claim is a personification of death itself. They had a falling out after Zephyr treated and saved his wife, whom Lord Cals had marked for death. His wife perished shortly thereafter in childbirth.

Flaw. His deep moral beliefs have all been left to the wayside while he avoids the public eye. His talents are wasted on the rich and powerful who do not appreciate his gifts.

Lord Zephyr is indifferent to the party. He would prefer to be left alone. To successfully convince Lord Zephyr to meet his godfather, the party must find out his characteristics and use them to raise Lord Zephyr's attitude to friendly. Then, they must succeed on a DC 20 Charisma (Persuasion) check. On a failed check, Lord Zephyr refuses and will not hear the party out any further. He hides himself away once more, claiming it was a mistake to come out into the open each week.

The party can continue their attempts by creatively using their knowledge of the situation to their advantage. In the Horizon's Edge Eatery, a potential sidequest takes them to the Litter and the Peat, and the party may be able to deceive Lord Zephyr into attending. Lord Zephyr also attends to each of the key faction leaders, so inflicting harm onto those leaders without killing them means they will likely seek his services, at which point the party knows where to find him next. Reward the party with inspiration for creative solutions.

RECONNECTION

Lord Zephyr kneels before Lord Cals and apologises for his transgressions. He was blinded by love, but now he sees truth.

Lord Cals pulls Lord Zephyr upright and embraces his son. He whispers something his ear. Lord Zephyr grows pale. He returns to the party, shaken. If asked about it, he just states that he now knows how he will die.

Apparently, this was Lord Cals' attempt at reconciliation. And in some weird way, Lord Zephyr does appreciate the gesture, no matter how frightening it was.

SIDEQUEST COMPLETION

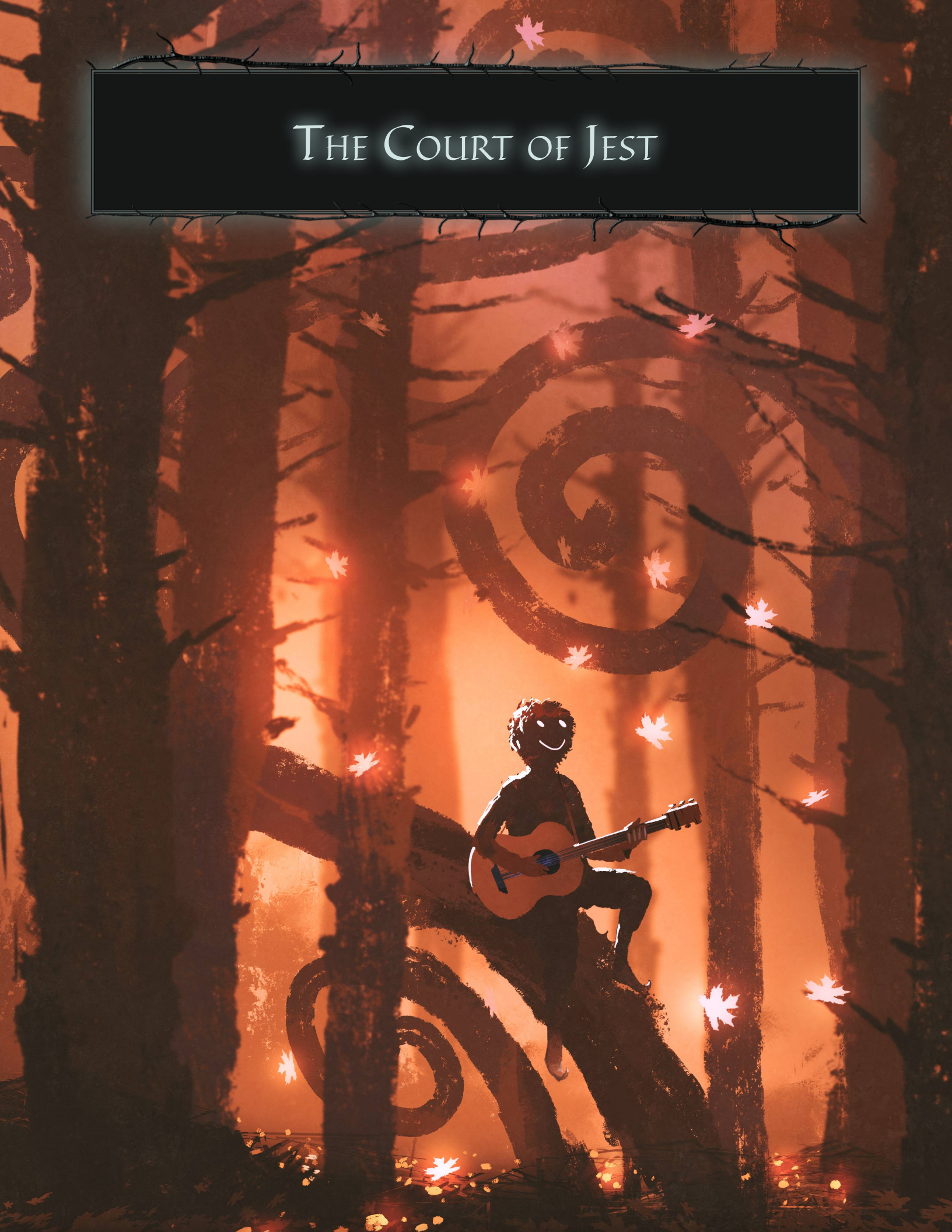
Completing this sidequest raises the party's relationship with the court of Lord Cals by 1. The party can also call upon Lord Zephyr's services to treat illness and cure wounds.

Lord Zephyr stays in Endercoast and will return to the Material Plane with everyone else, though he carries with him a secret to returning to the Feywild on his own. He will do so once per year during the Harmonic Convergence to visit his godfather in the Litter and the Peat.

LORD ZEPHYR

Oh, I know him. Comes in every few weeks and pays out the nose for me to reconstitute a pile of wax into a candle. I'm thinking it's the same candle each time.

THE COURT OF JEST



THE COURT OF JEST

Once upon a time, a cat lived up on a house on the hill. Her master loved her very much and fed her the finest foods. He would tell her of the dangers of the forest. In those trees was a fox, cunning in all the arts, and given how the cat had grown fat and lazy in her master's house, she would certainly be eaten. The cat did not believe she was fat or lazy at all. After all, she would place a mouse by her master's bed each morning before he woke. If he would lie to her about this, then perhaps he was lying about the fox.

One day, she wandered out through the window and into the woods. Sure enough, she came across the fox that her master had warned her about. She watched him chase after a mouse, but the mouse scurried up into a tree and was safe. "This fox doesn't seem all that clever to me," she thought, so she sidled up next to him and asked, "How do you do, Mister Fox? If you desire a mouse, I have caught many and I would be happy to share."

The fox looked the cat up and down and sneered. "Have you really the cheek to offer me your help? You, a cat? What exactly have you learned up in that cozy little house of yours?"

The cat was taken aback by his arrogant tone. She said, "Well, I know how to catch a mouse. And I know that if you threaten me, all I will need to do is scurry up into that tree and I will be safe."

"Is that all!" exclaimed the fox. "I am a master of a hundred talents! I am a hunter, a singer, a writer, a liar, a thief, a lover, an artist! I have mastered enough talents to fill a sack!"

It was then that the cat's master came looking for her, and seeing the fox, he whistled for his hounds. The cat scurried up the tree and was safe. The hounds seized the fox in their jaws and began to rip him limb from limb.

The cat cried out, "Your sack, Mister Fox! Open your sack!"

CUSTOM ARCHFEY

This court serves well a trickster.

If you are using a custom archfey and would like to use the Court of Jest as their court, ensure that you read through the entire quest before you start and replace any relevant details with what would better suit your archfey. For example, your archfey may be in love with a devil instead. Keep the broad strokes of the quest mostly the same.

THE CHURCH OF HER INIMITABLE JOYOUSNESS

I've heard people talk of the shows they put on at that circus by the river. If flips and twirls is how they communicate with their goddess, I'm all for it. Any chance you might be able to reproduce the show with an illusion for me? I've never actually seen it for myself.

QUEST SUMMARY

The party puts on a performance for Cirrus the Jester, who welcomes them into his court. They offer the party shelter, safety, and community. In return, Cirrus demands that the party expose the artifice of Endercoast.

The party must prove that people crave the unpredictable wilds, not the trappings of society. If the party can accomplish this, Cirrus delivers on their promises, but something is deeply bothering them. Further investigation reveals that Cirrus pines for their lost love. If the party can reunite Cirrus with their beloved, Cirrus may be inclined to reveal the secret to returning home.

Cirrus often demands a performance from the party; if they can reach a DC 30 in their ability checks to perform, their relationship with Cirrus' court increases by 1.

By the end of this quest, the party will have ...

- performed for an archfey
- proven that Endercoast is more suited to chaos than order
- helped fulfill some of Endercoast's basic needs
- reunited an archfey with their lost love
- learned of the Harmonic Convergence

DM PREPARATION

- Make sure your players have been given sufficient plot hooks (IW 100) to foreshadow this quest.
- Allow the players to pick up plenty of rumours about Cirrus (IW 119).
- The quest gives the players a lot of freedom with how they approach their missions; be prepared to improvise with your party when they come up with a plan.
- Read the Brothers Grimm fairy tales [The Fox and the Cat](#) and [The Crystal Ball](#).
- Read Cirrus' description in *Dramatis Personae* (IW 12) and familiarise yourself with the abilities from their statblock (IW 193), especially their spells.
- Familiarise yourself with Feywild travel (IW 52).
- Prepare foes from Cirrus' list of minions (IW 19).

PLOT HOOKS

- Rumour has it that an archfey can be found among the audience of the Church of Her Inimitable Joyousness. Seems like we've caught someone's eye. Perhaps if a suitably glorious performance was put on for such an archfey, they would invite us into their court.
- Doppelgangers seem to have become a plague on the town. People don't trust strangers, and a nightly ritual of quizzing one's family members has become commonplace. It'll probably be important to quell this paranoia. Perhaps an archfey is sending these doppelgangers and could be convinced to stop.

RUMOURS OF CIRRUS

The following rumours about Cirrus can be picked up by the party in their travels and research. Learning as many rumours as possible will give the party a better chance of interacting socially with Cirrus or facing them in battle.

False or misleading rumours have been marked with an asterisk (*). This doesn't mean that such rumours are entirely untrue, just that the truth is more complicated than is stated.

RUMOURS OF CIRRUS

You can roll randomly for the following rumours, or choose a rumour you like.

d20 Rumour

- 1 The worst of Cirrus' performances are better than what any mortal actor could hope to achieve in their entire lifetime. The best are powerful enough to move mountains to tears.
- 2 Cirrus cannot be led astray. Their heart has hardened to fear ... and to love.
- 3 Cirrus' music focuses their allies.
- 4 Cirrus is implacable. Magic has little effect on them.
- 5 Cirrus can reduce their audience to a gibbering mess.
- 6 Do not trust your eyes. Cirrus is a master of illusion.
- 7 So great is the pain behind Cirrus' mask that they can crack your skull with only a scream.
- 8 Do not fall victim to Cirrus' spells, for there are worse consequences than just the effects.
- 9 Cirrus' jesters spring from the ground to support them in battle.
- 10 Cirrus' mask is no mask at all, but their true face.*
- 11 Cirrus was scorned by a goddess.*
- 12 They tell jokes because life is a joke to them. They can't take anything seriously.*
- 13 You have nothing to fear from Cirrus.*
- 14 Their goddess would be horrified at what Cirrus has become.
- 15 Cirrus was once the finest acrobat the world had ever seen.*
- 16 Cirrus can change gender at will, and does so often.*
- 17 Cirrus cannot control their shapeshifting powers.*
- 18 They harbor a resentment towards the unerringly patient Lord Cals, for Cirrus possesses none of his patience.*
- 19 They support Dailili's expansionism because the branches of her trees are just so fun to swing from.*
- 20 They once were a sycophant in the court of Dewdrops, and they still harbor feelings for Tettlebug Moonflower.*



SERENADING THE COURT

"After a show, meet an actor backstage. Behind the stage you will find an identical theatre, only this time you are the actor and the actors are the audience. Impress them and the court will accept you into their ranks of performers and acrobats and clowns. You are one of them, now, and that can never be taken from you."

Entering the Court of Jest is tricky.

The party attends a performance. The Church of Her Inimitable Joyousness does weekly shows, or the party might be able to convince fey creatures to perform for them. The centaurs of the Fields of Open Air, the sprites and pixies of the Faerie Village, the bullywugs of the Bullywug Swamp, the satyrs of the Satyr Village, the dryads of the Sparkling Grove, and the eladrin of the Eladrin Village all would be willing to perform.

One of the performers of the show will be unfamiliar to the party, and the rest of the performers don't seem to know who they are, either, yet they dare not question it. This mystery performer invites the party "backstage" (whether or not there is actually such a place) after the show. The party must accept this invitation.

The mystery performer takes them through a bushy hedge. On the other side, the party emerges onto the stage of a massive open-air theatre, and the party all somehow knows its name to be Hamlet's Globe. The audience pit is packed with members of Cirrus' court: eladrin clowns, acrobats, and nobility, each standing tall, dressed in spectacularly gaudy outfits. Harpies and ghosts and formless beings fill the trellised walls surrounding the stage. There must be hundreds of them, all eyes on the party. The mystery performer takes their place in the crowd, as much an audience as the rest, and reveals themselves as Cirrus. Cirrus takes the form of a spider-legged rabbit wearing a crooked wooden mask. They cough expectantly.

The party must perform for the court. Each party member can make a Charisma (Performance) check. The highest result of this check determines the hospitality of the court.

Music

If you use music to set the scene, try Amusement Park (Dynamic Vocals) from the Nier Automata soundtrack.

HOSPITALITY

DC Hospitality

Less than 10	The court boos the party. Hamlet's Globe collapses, and everyone wakes up 1d8 weeks later in Endercoast.
10	The court demands the party make one further attempt. If the party again fails to reach a DC of 15, the court boos the party. Hamlet's globe collapses, and everyone wakes up 1d8 weeks later in Endercoast.
15	The party is tentatively accepted into the Court of Jest, but they are to remain silent. A single word from their mouths and they will all wake up 1d8 weeks later in Endercoast. The party will need to find other ways to communicate.
20	The party is accepted into the Court of Jest and can do and say as they please.
30	So pleased with the party's performance is Cirrus that the party's relationship with the court increases by 1.

WELCOME

The Hamlet of Globes shakes with applause, like thunder rolling through treetops. Just as quickly as the applause began, it stops, and all that can be heard is the gentle chirping of cicadas. Cirrus looks up at you, and emanating from the yellow pinprick eyes behind their mask you feel joy, just a flicker, just for a moment. "Welcome to the Court of Jest, my friends."

The balsa wood walls of the Hamlet of Globes fall down, as though only props on a set, revealing the true majesty of the court. Acrobats swing from vines in the trees. Poets sing soliloquies to chipmunks and rabbits. Multiple songs compete for your attention. The trees themselves curl into joyful spirals as leaves dance with the wind. This is no one's home, and yet everyone is welcome.

Cirrus shows the party around while mocking them. They are attempting to get a rise out of the party. A successful DC 10 Wisdom (Insight) check will allow a party member to intuit that the correct response is to either laugh along with the insults or give it back as good as they got. The party fails their test if they strike against Cirrus violently, or if they whine or protest or try to argue with them.

On a failed test, Cirrus realizes that Endercoast corrupts the playfulness of its people and vows to take what he can and destroy the rest. They'll attempt to recruit the Church of Her Inimitable Joyousness and the Sentinels of Equity, and anyone not a part of those two groups will be cursed to never be happy again.

Only defeating Cirrus, reuniting them with their lost love, or a *wish* can reverse this curse.

You can use the following list of jabs, or make up your own.

Archfey's Courtier. "Didn't your momma tell you not to play with strangers?"

Archfey's Courtier, Cirrus the Jester. "I know why you left. You're a big fish out there, aren't you? But here, you're oh so very little."

Barbarian, Path of the Ancestral Guardian. "Come on, cut the umbilical cord already!"

Barbarian, Path of the Beast. "You want a treat, puppy? Heel! Sit! Roll over!"

Barbarian, Path of Mercury. "You can't win every fight by closing your eyes and hoping for the best!"

Barbarian, Path of the Spirit Totem. "All this language nonsense, all these rules of etiquette, isn't it better to just lie in the dirt and oink like a pig?"

Barbarian, Path of the Storm Herald. "That's just rain on your cheek, eh? And your rage, I suppose, is why your eyes are so puffy and weepy?"

Barbarian, Path of Wild Magic. "Not smart enough to use that magic in you the way you're supposed to, eh?"

Bard, College of Creation. "Most musicians don't need to use magic. Guess you'll never be good enough on your own."

Bard, College of Glamour. "All the pretty lights in the world won't make up for a bad show!"

Bullywug. "I've left something up on a high shelf. You wanna lick it down for me?"

Centaur, Fire Beetle. "Good thing you're glowing or your friends would forget you."

Centaur, Shambling Mound. "All that talk of freedom while you've got your vines wrapped around your enemies."

Centaur, Unicorn. "How does it feel knowing a real unicorn would never give you the time of day?"

Centaur, Wolf Spider. "Grotesque! Oh, sorry, I was thinking about another ten-limbed abomination."

Changeling. "The hag did you a favour by changing your face. Considering how ugly you are now, can you even imagine what you must've looked like before?"

Charlatan. "No amount of make-up can cover up the things you've done."

Cleric, Twilight Domain. "If you're looking for a dying realm to save, I'd start with your love life."

Dragonborn. "Where's your tail, little dragon? Isn't it supposed to grow back? Would you mind blowing on my tea to warm it up?"

Druid, Circle of Dreams. "Think you'll be respected? Ha! In your dreams!"

Druid, Circle of Growth. "Looking droopy. I'll water you later."

Druid, Circle of the Shepherd. "With a friend like you, who needs enemies?"

Druid, Circle of Stars. "Uh oh, Mercury's in retrograde -- looks like someone's a little grumpy!"

Dryad. "Watch your tongue or I'll turn you into a tire swing."

Dwarf. "You're as pointless as a stone scrying ball!"

Elf. "You're pretty. Pretty ugly!"

Elf, Eladrin. "Hop! Hop like a rabbit! Ha ha!"

Endercoast Denizen. "Why'd the mortal cross the road? To cope with the absurdity of existence in a world that will never fully make sense to them."

Faerie, Quickling. "All that speed, all that power, defeated by a clothesline."

Faerie, Pixie. "I see a pixie, sitting on a pine seed: P. O. U. T. I. N. G.!"

Faerie, Sprite. "What right do you have to judge others' hearts when yours is no bigger than a rat's?"

Fighter, Arcane Archer. "Coward."

Fighter, Survivalist. "What's the use in taking a beating if you can't take a joke?"

Firbolg. "It's okay, you're just big boned."

Gnome. "Oh, I could just eat you up! Look at your chubby little cheeks!"

Gnome, Forest. "You're the littlest gnome in the whole wide squirrel'd! I know, I know, that's nut funny."

Goblin. "You're not free from Maglubiyet -- he just doesn't want you."

Hag's Servant. "You're in a coma. It's time to wake up. Ha ha, I'm just kidding! Or am I?"

Half-Elf. "You ever wonder which parent regrets you more?"

Halfling. "Run along now, kiddo, the adults are speaking."

Half-Orc. "I'd brush those tusks more often. Pew!"

Hermit. "Magic is not a replacement for a shower."

Human. "What a flabby-looking elf!"

Kenku. "Anyone hear an echo?"

Kuo-Toa. "You're slippery enough to escape from any hold! Too bad nobody would ever want to hold you."

Lizardfolk. "Tell me, do you at least wait until the body is cold, or would that make it lose its taste?"

Lycanthrope. "Howl you ever tell your friends the truth? Whatever do I moon by that? You'll fang me later!"

Monk, Way of the Astral Self. "Guess nobody else will give you a hug."

Monk, Way of Gardens. "Ah, yes, the most effective way of gardening: poisoning the plants and then punching them into submission."

Outlander. "Oh yeah, pick up that stick over there next. Bet it'll be useful. How about that piece of bark? I found a dead bug for you!"

Paladin, Oath of the Ancients. "Thought you were supposed to protect the Feywild, not stink it up!"

Paladin, Oath of the Watchers. "Oath of the Watchers, eh? Watch this! Phhhhhbbttthhhbbhhhtttthh."

Ranger, Beastmaster. "You trained your whole life to work with animals when a simple spell does it better than you ever could on your own."

Ranger, Fey Wanderer. "Fey Wanderer? Stop wandering! You found the place! You're here!"

Ranger, Hunter. "What did the hunter say after he brought his friend hunting with him? 'We are gathered here today to celebrate the memory of my dear friend, who perished in an unforeseeable accident ...'"

Ranger, Primal Warden. "Look, if you want to be a druid, just say so."

Ranger, Swarmkeeper. "You know what they say. If you can't bee them, join them."

Rogue. "Careful, you'll cut your delicate fingers on that edge."

Satyr. "Go eat trash, goat."

Sorcerer, Storm Sorcery Bloodline. "Go blow some more wind up your arse."

Sorcerer, Wild Magic Bloodline. "Fireball, centered on self. Oh, sorry, I was just reading your horoscope."

Stormcloud Mephit. "I'll be nice and put away the needles, balloon fairy."

Tiefling. "Think you're so special, don't you, hell puppet?"

Warlock of the Archfey. "I spy, with my little spy ..."

Warlock of Cirrus. "You gotta ask yourself -- are your powers a gift, or a loan?"

Warlock of Dailili. "Ant-brain!"

Warlock of Lord Cals. "You're just one peat of the puzzle."

Warlock of Tettlebug Moonflower. "Sycophant? More like psycho fan! Okay, I admit, that was a bit of a stretch."

Wizard, School of Bladesinging. "Swinging your sword really fast won't make you a better whistler."

Wizard, School of Witchcraft. "Your superpower is powering soup?! Ha ha ha ha ha!!"

THE DEAL

If the party plays along with the jabs, and especially if they can make a joke at Cirrus' expense (and succeed on a DC 10 Charisma (Performance) check not to bungle it), Cirrus agrees to hear the party out on the needs of Endercoast.

"There's plenty I can offer! There's plenty I can do! I'll give you what you want, but you'll have to choose but two! These come with one condition! I don't offer them for free. Society's a liar. Just prove it, and you'll see!"

Shelter. Cirrus can provide unlimited circus tents to house the homeless in Endercoast just outside its city gates, expanding the Shimmer outward to accommodate them.

Safety. Cirrus' courtiers can host performances just outside the city, warding off any creatures that might attempt to sneak through the gates.

Community. Cirrus can bless creative people in Endercoast to produce their finest work, bringing the city together in the spirit of the arts.

SOCIETAL ARTIFICE

In order to secure Cirrus' help, the party will need to expose the artifice of Endercoast. The citizens claim they want stability, they want society, they want security, but the truth is that what they want most is excitement, unpredictability, and chaos.

In order to prove this assertion, the party must return to Endercoast. Once home, work with them using the information on Endercoast in Part 2 (IW 22) to help them come up with a plan.

The party must return to the Court of Jest with evidence of the success of their plan. When presented with this evidence, Cirrus reveals that 51 (2d100) people from Endercoast have joined their court as **cultists of the archfey** (NPC 208). They happily provide the two benefits that the party has chosen.

If the party has solved all of Endercoast's basic needs as a result of completing this part of the quest, they can level up upon returning to Endercoast.

Before returning, give the party the next plot hook: Cirrus is utterly despondent despite their success.

Perhaps if the party can cheer Cirrus up, they might be able to tell the party how to return Endercoast to the Material Plane.

SOCIETAL ARTIFICE SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 5.

Successes Needed. 3.

Timeframe. 3 weeks.

Difficulty Class. 14.

Skills. Arcana, Deception, History, Insight, Investigation, Performance, Persuasion, Religion, Survival.

LOST LOVE

Using Cirrus' characteristics (IW 12), the party can improve Cirrus' attitude to a friendly disposition. A successful DC 15 Charisma (Persuasion) check convinces Cirrus to open up about their despondency.

Once upon a time, an acrobat performed in the circus. She carried with her at all times a silver mirror, though the mirror was covered with a cloth that spun and spiralled as she danced. Among all her adoring fans, there was one who loved her the most, and they were not a fan at all, but a clown. Each night, the clown would play fool in the dirt while the acrobat soared high above. And when the show was finished, hidden in the darkest, coziest tents, the acrobat came to see the clown, and they would play fools in the dirt together. The acrobat loved the clown as deeply as the clown loved her.

The clown was very surprised one day when the acrobat asked for their hand in marriage, for the clown did not believe that the acrobat's feelings could be true. The acrobat soared high while the clown was low, dirty, ugly, and squat. But the acrobat insisted her feelings were true. They would soon be wed.

The night before their marriage, the acrobat called the clown to her tent and with a hushed tone, revealed to them a secret. She said, "This is not my form. Mortal eyes like yours can see me only in this state of ugliness."

The clown sputtered. "Ugliness? You are the most beautiful creature I have ever known."

She laughed and said, "So that you may know what I look like, look in the mirror I carry with me. It does not let itself be misled -- it will show you my image as it is in truth." She proceeded to remove the cloth from the silver mirror, and the clown saw therein the blinding beauty of a goddess. And the clown wept with grief, for they knew that they could never measure up to the woman that would be their bride. The goddess reached out to wipe the tears from the clown's face, but the clown could not be consoled. They fled.

The next day, the goddess waited at the alter alone. Her joy faded. And the clown could never be forgiven.

The arrival of Endercoast in the Feywild has reminded Cirrus of their lost love, the life of joy that slipped through their fingers.

If the party manages to convince the goddess to return to Cirrus, Cirrus will tell them of how to return Endercoast to the Material Plane.

IDENTIFYING THE GODDESS

If the party has spent time in the Church of Her Inimitable Joyousness, it should be fairly obvious that the goddess in question is Lliira, Goddess of Joy. If they haven't made this connection, they can spend a week of research in Endercoast to draw this conclusion.

Further research into Lliira can be conducted to identify her characteristics (IW 29, 41).

CONTACTING LLIIRA

Lliira has maintained her connection to Endercoast through the Shimmer, a feat that only one other god, Silvanus, was able to accomplish. This is largely due to Cirrus' longing for her.

To make contact with Lliira, the party has a few options available to them. Any of the following strategies will work; the party can learn these strategies by speaking to the Church of Her Inimitable Joyousness. If your party comes up with a different creative solution, award them inspiration.

- Use the spell *contact other plane*. It doesn't normally allow you to contact gods, but Lliira will make an exception.
- Put on a legendary performance in Lliira's name with a successful DC 30 Charisma (Performance) check.
- Bring joy to a powerful creature that has never felt joy before. This can be any creature of the DM's choice. Consider the **ancient spider** (IW 205) or **The Prowler** (IW 238).

If you have a cleric or acolyte of Lliira in the party, any ability checks or saving throws related to contacting Lliira are made with advantage.

COMMUNICATING WITH LLIIRA

Light beams form a trio of six-pointed stars. A blindingly beautiful acrobat wrapped in swirling yellow ribbons twirls down from the heavens and alights upon one foot with the weight of a feather. She curtsies to the party. "How may I bring you joy?"

The party must use their understanding of Lliira and her characteristics to raise her attitude from indifferent (which, for Lliira, seems very friendly) into true friendliness. Then, they must succeed on a DC 20 Charisma (Deception or Persuasion) check to convince her to speak to Cirrus. If they can't convince her, she'll grant each of them inspiration as a parting gift but won't speak to Cirrus. The party can always attempt another method of contacting her, and she'll be perfectly happy to chat with them again.

LLIIRA, GODDESS OF JOY

Our Lady of Joy is the personification of celebration, happiness, dance, and freedom.

Appearance. Beautiful, radiant, joyful, and aerobic, dressed in bright, fanciful colours.

Voice. Light and trill.

Personality. Life must be lived without worry.

Ideal. Elysian Rigadoon: No troubles can take away from the pure joy of movement. (Chaotic Good)

Bond. I have lost many lovers to sorrow, madness, and death. I have learned by necessity to find joy in being alone.

Flaw. I can be frivolous in my attentions.

REUNITING CIRRUS AND LLIIRA

After convincing Lliira to speak to Cirrus, when the party returns to the Court of Jest they aren't able to find Cirrus among the audience members of Hamlet's Globe. In the Court of Jest proper, Cirrus kneels down before the goddess Lliira, whose radiance lights up the entire court in brilliant yellow light.

Lliira steps across the leaves, which don't even crinkle under foot. She raises Cirrus' chin and tries to lift their mask. Cirrus holds onto the mask tight. Lliira kneels down so that they are face to face. She smiles and tries again. The mask is lifted. Underneath the mask is the face of a changeling, but grotesquely warped with madness and sorrow. Lliira whispers, "So that you may know what you look like, look in the mirror I carry with me. It does not let itself be misled -- it will show you your image as it is in truth."

She unveils her silver mirror, and in the mirror is a clown. Low, dirty, ugly, and squat ... but full of joy.

For the first time in a thousand years, Cirrus smiles. The clown and the acrobat rise together, and they kiss. Lliira will no longer wait at her alter alone, for the clown could be forgiven.

Cirrus and Lliira both disappear in a flash of light, leaving only Cirrus' mask on the ground. It floats in the air, and Lliira's voice emanates from its unmoving mouth.

"I came through the Harmonic Convergence with Endercoast. Now that I have found my love, I will return upon the next Harmonic Convergence, which occurs on the same day each year. I wish for Endercoast to return with me. Go to the lighthouse on the island in the Sea of Vines on the day of celebration. There you will find your answers. Remember well that to inflict violence on such a day of celebration would be to turn your back on me. Thank you for all you have done. I will see you when we all return to our home."

The mask breaks apart into pieces. The Court of Jest collapses as though it were merely a set on a stage. All of the performers wander out into the Feywild, dejected that their master has left them.

QUEST COMPLETION

The Court of Jest is complete once Lliira has revealed her information about the Harmonic Convergence.

As a reward, the party's relationship with Cirrus' court (IW 19) increases by 1. The benefits of their relationship are maintained even though the court has been disbanded. The party can also level up upon return to Endercoast.

THE TREE OF INFINITY



THE TREE OF INFINITY



nce upon a time, a husband and wife prayed every night for a child, but still they had none. Their house sat at the base of a great oak tree as tall as an old as a mountain, and one day in winter after a fight with her husband the wife sat beneath it, paring herself an apple, and while she was paring it she cut her finger and

the blood fell on the snow. The wife looked upon the blood on the snow and sighed to herself, wishing she would have a child as red as blood and as white as snow. The oak tree groaned above her and she was filled with inexplicable hope that her wish would come true.

After the first month, the oak tree shook itself free of the snow, and once it hit the ground the snow melted and fed the earth with its waters. They renewed their love for one another and their fighting did stop.

After the second month, the grass had grown once more and the land was green. The wife was filled again with hope.

After the third month, all the flowers pushed their way out of the dirt, and in the petals of these flowers the woman did see the face of her baby, and she cried with joy, for she would have a son.

After the fourth month, all the trees in the woods around the great oak grew thicker, their roots intertwined, and the birds sang until the wood resounded and the blossoms fell from the trees.

After the fifth month, the wife stood under the oak tree, and the air smelled so sweetly of sap that her heart leapt and she fell to her knees in joy.

After the sixth month, the oak was surrounded by acorns, each with the potential for a tree as great as their mother, and the wife was quite still with anticipation.

After the seventh month, the wife grew sick and sorrowful, for all she could think of was her baby and she had forgotten to care for herself.

After the eighth month, the wife called her husband to her. She wept and said that if she should die, she must be buried amidst the roots of the oak tree to join it in infinity. When he agreed she was quite comforted and happy.

And at the end of the ninth month, she had a boy as white as snow and as red as blood, and when she beheld him she was so delighted that she died.

QUEST SUMMARY

In the Tree of Infinity, the party ventures into a deeply overgrown area of the Feywild and are horrified to learn that every tree shares the same consciousness: Dailili the archfey. The party might be able to convince her that sending Endercoast home will be easier than consuming it, though of course Dailili sees this as an opportunity to spread her seed into the Material Plane as well. She offers food, water, and safety to Endercoast, but in return the party help her overtake the Sylvan Garden in Endercoast completely. Her lust for power grows: the gardens are not enough. She desires the will of all powerful leaders of Endercoast. If the party helps her with this, she will reveal how to send Endercoast home.

By the end of this quest, the party will have ...

- appeased a powerful archfey
- planted seeds in the Sylvan Gardens
- fulfilled some of Endercoast's needs
- implanted key faction leaders with seeds
- learned of the Harmonic Convergence

DM PREPARATION

- Make sure your players have been given sufficient plot hooks (IW 100) to foreshadow this quest.
- Allow the players to pick up plenty of rumours about Dailili (IW 127).
- Read the Grimm fairy tales [The Juniper Tree](#) and [The Lord's Animals and the Devil's](#).
- Read Dailili's description in *Dramatis Personae* (IW 12) and familiarise yourself with the abilities from her statblock (IW 196), especially her spells.
- Familiarise yourself with Feywild travel (IW 52).
- Prepare foes from Dailili's list of minions (IW 20).

PLOT HOOKS

- The corpse of the primeval guardian at the North Gate has overgrown with vines that encroach on the city. Municipal engineers have cut through them, poisoned them, and even had wizards blast it with fireballs, but no matter their efforts, the vines keep regrowing. Whatever archfey this is, it is powerful. Perhaps powerful enough to send Endercoast back home rather than go through all this effort to consume it.
- A woodsman has gone missing in the Feywild. He of course is not a woodsman any longer, for not even he would dare to harm a tree while in the Feywild, but for some reason he set out with his axe and his backpack and got lost in the woods. Tracking down this woodsman reveals that he had been lured by a dryad, the result of which were his legs rooted to the ground and his head chopped clean from his body. The leaves in this area, despite not being autumn, have turned red with the dryad's hatred.

CUSTOM ARCHFEY

This court serves well a nature-themed archfey.

If you are using a custom archfey and would like to use the Tree of Infinity as their court, ensure that you read through the entire quest before you start and replace any relevant details with what would better suit your archfey. For example, your archfey may not share a hive mind with all of its minions. Keep the broad strokes of the quest mostly the same.

RUMOURS OF DAILILI

The following rumours about Dailili can be picked up by the party in their travels and research. Learning as many rumours as possible will give the party a better chance of interacting socially with Dailili or facing her in battle.

False or misleading rumours have been marked with an asterisk (*). This doesn't mean that such rumours are entirely untrue, just that the truth is more complicated than is stated.

RUMOURS OF DAILILI

You can roll randomly for the following rumours, or choose a rumour you like.

d20 Rumour

- 1 Dailili was once a dryad.
- 2 Dailili loved a woodsman who did not return her affections.*
- 3 Dailili's children were burned to cinders.*
- 4 All of Dailili's court is as much a part of her as the leaves on her branches.
- 5 The Tree of Infinity is fated to consume all of existence.*
- 6 Any dryad that claims to represent Dailili should be viewed with suspicion, for Dailili herself is coterminous with the dryads in her court.
- 7 The court of the Tree of Infinity is at the very heart of the Feywild itself.*
- 8 Dailili's rage turns the leaves of her forest red.
- 9 Dailili was banished from the Material Plane.
- 10 Dailili is constantly in a state of reformation and expansion. Fire and blight is all that can stop her.
- 11 She wasn't always an archfey, but now that she is, magic slides off of her like raindrops off a leaf.
- 12 It doesn't matter how many times you kill Dailili. She will always reform. You have to blight the whole forest.*
- 13 The creatures Dailili summons to help her in battle are merely her arms. Merely her fists.
- 14 She'll ensnare you with thorns.
- 15 She can see through every tree in her forest. You can't hide from her.*
- 16 Of all the archfey in this region of the Feywild, she is by far the most dangerous.*
- 17 It doesn't matter how magical your weapons are -- you'll need something that can cut.
- 18 She is older even than Lord Cals.*
- 19 She is in love with Cirrus the Jester. They are the only one who can calm her wild heart.*
- 20 She is locked in eternal conflict with the court of Dewdrops.*

APPROACHING THE COURT

The party explores the Feywild until they come across someone who can tell them about the emotional truth needed to reach the Tree of Infinity. Shambler of the Blades from the Fields of Open Air (IW 60) and the shambling mound from the Sea of Vines (IW 63) speak of Dailili, as do the eladrins of the Eladrin Village (IW 57) and the dryads of the Sparkling Grove (IW 64).

"All the trees here are hers. No, not hers, they are her. All with the same roots. All with the same mind. The roots are her veins, the vines her nerves, the bark her skin, the leaves her drinking mouth. The woods and Dailili are coterminous. She is one and she is all. And soon you all shall be too. Join the trees. Join the plants. Coalesce into the soil. Join the Tree of Infinity now, while she is still merciful, for you will join her in the end even still."

As the party coalesces into the soil, roll on the Woods random encounter table twice and add the following twists.

TWIST I

Each hostile creature in the encounter is a plant instead of their normal creature type.

TWIST II

Each hostile creature in the encounter is a plant instead of their normal creature type, and the ground is difficult terrain due to thick roots and vines.

WELCOME

As you are taken by the roots, you know that all these roots are one and the same. Every tree in this forest shares the same structure. They are all one. And for a moment, you gain just the slightest glimpse into the mind they share: all consuming rage.

Though overwhelming, it lasts only a fraction of a second, and when your mind returns to you, reeling, the canopy parts to reveal Dailili in all her glory: the Tree of Infinity. Her branches stretch into the clouds and make them glow with blue light. Even her smallest roots could crush you in an instant.

A dryad rises up from the dirt. The ground moves underneath her, propelling her forward. She doesn't look so big until she is close and you must crane your neck back to look into her blazing red eyes. She is tall, lithe, with hair of maddeningly curling branches and with grasping claws longer than her body. Her voice booms from every direction around you.

"Parasites! You dare poison my woods with your tools of civilisation? I will take your bones and your blood and I will crush your tools into nothing!"

The party will need to use Dailili's characteristics (IW 12) to raise her attitude from hostile to indifferent. She will never be friendly to the party, but if she is indifferent, she will hear them out. The party must succeed on a DC 20 Charisma (Deception or Persuasion) check to secure her help.

If they fail, she will summon 2d4 **dryads** (MM 121), a **primeval guardian** (NPC 130), a **shambling mound** (MM 270), and 2 **treants** (MM 289) to drive the party away. Dailili will scream for the party to run, run away, as fast as they can, and she won't chase after them if they make the smart choice. The party can return to try again, but only by offering her a sacrifice that she deems sufficient.

THE DEAL

If the party can convince Dailili to help Endercoast, she puts on an air of reluctance, but secretly makes plans to spread her influence through Endercoast.

"Your disgusting city impedes my expansion. I would rather it destroyed, but returned will be good enough. I can offer you two boons. That is all I am inclined to do."

Food. *"Many of my branches bear fruit."*

Water. *"I have choked the water out of the Sea of Vines. Perhaps I will allow some of it back into your stinking sewers."*

Safety. *"My thorns shall keep out the worst of the monsters. I'll make them join me."*

"Ask for more and I'll bind you in vines. My help is not granted with pretty words alone. The Sylvan Gardens in Endercoast. I want them. I want all that is within them. I will be the Sylvan Gardens, and the Sylvan Gardens will be Dailili. Destroy every tree and plant my seeds in the dirt where they once stood."

THE SYLVAN GARDENS

Dailili gives the party a collection of 14 seeds that will allow pieces of her hivemind forest to grow in the Sylvan Gardens. Each seed sprouts a fully-formed 100-year-old oak tree 1 week after being planted, even if the soil wouldn't normally be capable of growing trees. More seeds will sprout from those trees, and soon the entire gardens will be overtaken.

The party will need to come up with a plan on how to destroy the trees that already grow in the Sylvan Garden to make way for Dailili. A few methods are presented here. If the party comes up with another creative method, award them inspiration.

- Burn the gardens to the ground.
- Salt the earth. Dailili's seeds will grow even in poisoned soil.
- Cut each tree down individually, perhaps by hiring a whole heap of manual labourers.
- Bribe the mayor into renovating the entire Sylvan Gardens. It'll probably require a bigger bribe than normal, and government projects always take a long time to complete, but it'll certainly be the most "legal" method.
- Cast *awaken* on every single tree. They'll get up and walk away.

SYLVAN GARDENS SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 6.

Successes Needed. 3.

Timeframe. 4 weeks.

Difficulty Class. 20.

Skills. Animal Handling, Arcana, Deception, Intimidation, Nature, Religion, Sleight of Hand, Stealth, Survival.

The party must return to Dailili with evidence of the success of their plan. When presented with this evidence, Dailili is thrilled and tells the party that she will deliver on her promise to assist Endercoast in meeting its needs.

If the party has solved all of Endercoast's basic needs as a result of completing this part of the quest, they can spend a week of downtime to level up in Endercoast.

THE SEEDS OF INFINITY

Dailili tells the party that she knows how to return Endercoast to the Material Plane. To do so, however, she will need the party to do her one little favour. Or rather, four favours.

"Your kind is cruel. They take and take as though they are the only beings in the world that can feel. Let them instead feel me. Make them suffer. Annihilate them."

Dailili tasks the party with feeding her seeds to all four of the key faction leaders in Endercoast (IW 11). She does not tell the party what the seeds do when ingested, but it should be fairly obvious that it's nothing good.

The seeds grow quickly within the victim's stomach, eventually overcoming the victim's mind and replacing it entirely with Dailili's. She uses the victim's mindless body as yet another extension of her will. The victim becomes a plant (instead of humanoid or fey) and loses its personality, replacing its characteristics with Dailili's. If one were to cut open a victim's skin, they'd find only a churning mass of vines, roots, and bark. The transformation takes place over the course of a week and is irreversible (except through *wish*). In other words, it's a death sentence.

The party can approach this task through any method they wish. Any checks they must make as a part of their plan have a DC of 14, and they must succeed on at least three checks for each key faction leader to get them to ingest the seed.

Some examples of potential strategies for each key faction leader are included below.

MAYOR HITCHEN ATTERCAT

- Bribe him to eat the seed.
- Go undercover at his daughter's birthday party.

COMMISSIONER HUCK LASICK

- Host a guard's ball.
- Lie about its properties; perhaps it can be a communication device. In a sense, it is.

HERMIONE GALANODEL

- Convince her that Dailili is the deity that gives her cult its divine power.
- Take her out to a fancy dinner.

TURPH MUSHEEN

- Threaten his family.
- Hide it within fruit in his garden.

SEEDS OF INFINITY SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither.

For this quest, the skill cascade must be completed once for each faction leader. The same skill can't be used by the party for any of the four skill cascades more than once overall.

Total Checks. 3 per faction leader.

Successes Needed. 2 per faction leader.

Timeframe. 8 weeks.

Difficulty Class. 20.

Skills. Athletics, Acrobatics, Animal Handling, Arcana, Deception, Insight, Intimidation, Medicine, Nature, Performance, Persuasion, Religion, Sleight of Hand, Stealth, Survival.

THE SEEDS ARE PLANTED

Dailili will be able to instantly tell if the party is successful; it is not possible to deceive her in this way without the use of very powerful magic. Once she has overtaken all four key faction leaders, she gathers all of her meat puppets together and meets the party. All four of her victims speak as one in her voice. She congratulates the party and states she will part the Sea of Vines on the date of the Harmonic Convergence (the anniversary of Endercoast's arrival in the Feywild) which will allow the party to reach the lighthouse on the island. There they will find their answers.

QUEST COMPLETION

The Tree of Infinity is complete once Dailili has revealed her information about the Harmonic Convergence.

As a reward, the party's relationship with Dailili's court (IW 20) increases by 1, and the party can level up after a week of downtime in Endercoast.

The party still has the opportunity to complete the Become One sidequest if they wish.

BECOME ONE

At any point, the party can choose to ally themselves wholly with Dailili. Their consciousnesses will be annihilated, and the entire party collectively plays as Dailili's will as expressed through their characters, who are her meat puppets.

To become one with Dailili, all a party member must do is eat one of the seeds that Dailili has given them. Over the course of one week, their minds will be destroyed and replaced with Dailili's. That's all it takes. This sets the party's relationship with Dailili's court to 2, regardless of where it started, though in a sense there is no "relationship" anymore as they are all now merely an extension of her will.

Once upon a time, the lord Ao created all the creatures of the earth, and among those creatures he gave life to, his favourite were the trees, who were dryads. But Ao is long gone from the Great Wheel and his dryads are left without purpose or love. It is such a dryad that tried to do as her creator once did, to create life, to bear children, to raise a forest as her own. And each tree she did bless with life itself. Each tree a mind as beautiful as her own, each tree brimming with creativity and, to her delight, love.

But as any old woman would tell you, love and delight are what kill you the quickest. A woodsman came to the dryad's forest and chopped down her children one by one. Her children screamed as they were hacked apart and reformed into walls, weapons, and other hideous trappings of society. The dryad confronted the woodsman in his home, a home built from the very flesh of her children, and she asked him, more gently than he deserved, "Why have you slain my children? Why have you ripped my heart in two?"

The woodsman knew that to say the wrong thing to a dryad could spell death, so he chose his words carefully. "I was compelled to do it. I am a woodsman, and it is the nature of a woodsman to cut down trees. I can no less be a woodsman than you can be a dryad."

These words did not ring true to the dryad, so she killed him and burned down his house. It was then that the rest of the woodsman's village reached his home and saw the dryad there with a torch in her hand, and they banished her.

The dryad had created life, and when it was taken from her, it split her heart in two. With half her heart beating and the other half blackened and dead, she vowed to never make herself so vulnerable again. She will not create. She will only grow. And soon she will have her revenge.

DAILILI

It's easy to see her as evil. I certainly wouldn't blame you. But you have to wonder. Is there any other archfey in this entire godforsaken forest that demonstrates so purely the essence of the Feywild as she does? Reminds me of the salamanders of the Plane of Fire. All the fury of the realm captured in one singular being.

DEWDROPS



DEWDROPS



Once upon a time, two woodpeckers, who were great partners and great lovers and agreed in all things in life, so they thought, ate every single bug out of the bark of an old oak tree. The oak was so thankful to them for removing his pests that he promised them a wish. The husband knew a wish was a dangerous thing to

ask for, but his wife immediately wished to be a beautiful pixie, and her husband a handsome sprite, and for the two of them to join the faerie village and be accepted as one with the others. The husband tried to stop her, for he knew this was too much to ask, but the oak just laughed.

She was given all that she had asked for and more. She not only became a beautiful pixie, but the most beautiful pixie that had ever lived, with wings of spider's silk and skin as white as fresh winter's snow, and her husband became not just a handsome sprite, but the most handsome sprite that had ever lived, with a coat of autumn leaves and a sword that gleamed with crystal dew. And not only were they accepted into the faerie village, but the wife was immediately named the mayor and the husband was given the most beautiful home he had ever seen.

The husband went to sleep with relief in his heart, for more careful wishes have turned out worse, but the wife went to sleep with regret that she had not asked for more.

The next morning, she dragged her husband back to the oak tree. She told the oak she had misspoken and actually wished to be queen of all faerie kind, with her husband as her loyal consort. The husband pleaded with the oak to forgive his wife for her presumptions, but the oak just laughed.

She was given all that she had asked for and more. She not only became the queen of all faerie kind, she sat upon a throne a mile tall, wore a crown of solid silver that outshone the sun, and was doted on hand and foot by all beasts great and small. And by her side, her husband not only became the most handsome being in all of creation, but also the wisest.

Wisely, the husband went to sleep with gratitude for his good fortune, but the wife, she went to sleep with regret that she had not asked for more.

The next morning, she dragged her husband back to the oak tree. She told the oak she had misspoken and actually wished to hold dominion over all of nature itself, to become a god. The husband told the oak they had enough, that they were happy, but he could not shake the thought that his wife would not be happy no matter how much she had been given.

And thus, the oak laughed and turned them back into woodpeckers.

QUEST SUMMARY

In Dewdrops, the party meets Tettlebug, an archfey responsible for the wicked weather experienced in the Feywild and in Endercoast. Tettlebug remains blissfully unaware of her true power. Four of her devotees, a goblin, a bullywug, a kuo-toa, and a stormcloud mephit, approach the party with a proposition: they will guide Tettlebug such that her powers provide Endercoast with food, water, and community, as long as the party rescues the bullywug swamp and the kuo toa cave in the Feydark from the destructive storms. If the party successfully protects these communities, Tettlebug's followers make do on their promise. If the group presses, they might be able to convince a few of the followers to see the errors of their ways, at which point the party's new quest becomes to reveal to Tettlebug the true extent of her capabilities, which will hopefully allow her to harness them to help save Endercoast. Unfortunately, the realization drives Tettlebug to madness.

By the end of the quest, the party will have ...

- made their way into the inner circle of an archfey
- protected several communities from storms
- helped fulfill the needs of Endercoast
- revealed a terrible truth
- learned of the Harmonic Convergence

DM PREPARATION

- Make sure your players have been given sufficient plot hooks (IW 100) to foreshadow this quest.
- Allow the players to pick up plenty of rumours about Tettlebug Moonflower (IW 133).
- Read the Grimm fairy tale [The Fisherman and His Wife](#).
- Read Tettlebug Moonflower's description in *Dramatis Personae* (IW 12) and familiarise yourself with the abilities from her statblock (IW 198), especially her spells.
- Familiarise yourself with Feywild travel (IW 52).
- Prepare foes from Tettlebug's list of minions (IW 21), particularly the following.
 - **Faerie Dragon** (MM 133)
 - **Feysworn** (NPC 111)
 - **Glamour Bard** (NPC 36)
 - **Unicorn** (MM 294)
 - **Warlock of Tettlebug Moonflower** (IW 231)

PLOT HOOKS

- Terrible weather. Even the mild days cause allergies, hayfever, sneezing, and sickness. Some say that it is the work of the most powerful archfey of all, one who controls the weather, controls the seasons, controls the world. Such an archfey must possess power undreamt of. Perhaps they could be convinced to help Endercoast.
- A parade of fey passes through Endercoast singing praises of the Princess of Dewdrops. The parade has dozens upon dozens of goblins, bullywugs, kuo-toas, pixies, and sprites. Might be worth following them.



CUSTOM ARCHFEY

This court serves well an archfey with sycophantic followers.

If you are using a custom archfey and would like to use Dewdrops as their court, read through the entire quest and replace any relevant details. For example, your archfey may be literally blind instead of metaphorically blind.

RUMOURS OF TATTLEBUG

The following rumours about Tattlebug Moonflower can be picked up by the party in their travels and research. Learning as many rumours as possible will give the party a better chance of interacting socially with Tattlebug or facing her in battle.

False or misleading rumours have been marked with an asterisk (*). This doesn't mean that such rumours are entirely untrue, just that the truth is more complicated than is stated.

RUMOURS OF TATTLEBUG

You can roll randomly for the following rumours, or choose a rumour you like.

d20 Rumour

- 1 Tattlebug is not a pixie at all, but the manifestation of the primal energy of the Feywild.*
- 2 Her beauty is blinding. It is difficult to even entertain the thought of harming her.
- 3 Like all the most powerful of the fey, magic has little effect on her.
- 4 The sound of her wings beating is deafeningly loud.

RUMOURS OF TATTLEBUG (CONT'D)

d20 Rumour

- 5 She is utterly unaffected by the storms she herself creates.
- 6 She can change the weather whenever she likes.*
- 7 She has absolutely no idea the true extent of the damage her powers inflict on the world.*
- 8 Tattlebug's royal scepter crackles with lightning.
She created the race of the stormcloud mephits entirely by accident. They love her all the more for it.
- 9 She is the patron saint of faerie dragons.*
- 10 Her court is constantly on the move because she is afraid of the devastation she causes.*
- 11 She is not truly an archfey at all.*
- 12 Her favourite sound in the world is distant thunder.
- 13 Her family lives in the faerie village nearby. They are very worried about her.
- 14 She is responsible for the dramatic and unusual weather plaguing Endercoast.
Her sycophantic followers hail from almost every race in the Feywild, though she is particularly popular with goblins, kuo-toas, and bullywugs.
- 15 Her followers are unaware of the danger she poses to the Feywild.*
- 16 She is responsible for the destruction of the progenitors, whose civilisation now forms the bones of Lord Cals' court.*
- 17 Cirrus the Jester hides their court from her out of fear.*
- 18 She schemes with Dailili to destroy the Feywild.*

APPROACHING THE COURT

The party explores the Feywild until they come across someone who can tell them about the emotional truth needed to reach Dewdrops. The bullywug king (IW 56), the eladrin of the Eladrin Village, and the Moonflower pixie family from the Faerie Village have a good understanding of who she is.

"Spread joy where you go, and damn the consequences. Who cares if you inconvenience the many if it means just one person will remember that day for the rest of their life?"

As the party approaches, roll on the Woods random encounter table twice and add the following twists.

TWIST I

The weather changes dramatically. Roll on the weather table (IW 54).

TWIST II

The weather changes dramatically (IW 54) and distant rolling thunder deafens all creatures involved.

WELCOME

A congregation of dozens, perhaps hundreds, of fey marches past. Locked in goose-step are creatures of all manner of being, from lowly goblins who bend their necks and sprint in bursts to keep up, to kuo-toas draped in priest's garb, to bullywugs half skipping, half hopping, throwing their arms up in celebration, to clouds of sparkling, crackling storms within which are sharp-featured fey who stare in adoration at their creator: the pixie princess of Dewdrops herself, Tettlebug Moonflower. With each thunderous beat of her tiny wings, and with each wave of her tiny lightning scepter, she leads her procession ever forward blindly into the unknown secrets of the Feywild to spread joy to all.

You hear thunderclaps in the distance. The air changes pressure suddenly, and the wind picks up. But Tettlebug does not seem to notice. By the time the storm arrives, her procession will be long gone.

The party must join the procession of worship for Tettlebug, else they will find themselves inexplicably falling behind. No amount of speed will allow them to catch up, for every step seems to put the procession even further away. And the storm will soon arrive. Matching the procession requires a DC 10 Charisma (Performance) check.

Tettlebug herself does not speak with the party, and she is fiercely protected by a number of dangerous-looking sycophants, most notably a beautiful **unicorn** (MM 294) and three **warlocks of Tettlebug** (IW 231): a bullywug (IW 188) named Jabby, a kuo toa (IW 189) named Bloobl, and stormcloud mephit (IW 189) named Ckkckl.

THE DEAL

One of Tettlebug's worshippers, a goblin named Ratch, isn't quite in step with the others, always falling behind and having to march double speed just to keep up. He'll talk to the party about Tettlebug, discussing rumours about her (IW 133) and, secretly, his doubts about worshipping her at all. He tells the party that her inner circle might have the same doubts about her as he does, but it'll be difficult to tell. He'll see if he can get an audience with her.

Ratch is not high enough in the hierarchy of her court in order to obtain an audience with her, leaving it up to the party to figure it out.

TETTLEBUG'S ATTENTIONS SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 5.

Successes Needed. 3.

Timeframe. 1 day.

Difficulty Class. 14.

Skills. Acrobatics, Athletics, Arcana, Deception, History, Investigation, Nature, Performance, Persuasion, Sleight of Hand, Stealth.

TETTLEBUG'S INNER CIRCLE

When the party makes contact with her inner circle, they each introduce themselves as follows.

"G'loob-ploob-budubbloo Bloobl plubble-bulbooplo!" says Bloobl the kuo-toa, wisely.

"Praise be to the princess of Dewdrops!" proclaims Jabby the bullywug, but then quietly adds, "in fair weather we stride."

"Googlup!" adds Bloobl, sagely.

"How wonderful it is to look upon the face of one's creator!" sighs Ckkckl the stormcloud mephit. "At least that's what the other stormcloud mephits keep telling me."

"Juboooblay!" says Bloobl, intelligently.

The unicorn just snorts in disapproval of your looks.

"Bloobl!" says Bloobl, making an important addition to the conversation.

Anyone who can speak kuo-toa understands Bloobl's meaning as follows.

"It is one of the great injustices of the world that a man who has been given so much is yet so inclined to proclaim himself a self-made man. But who could blame him, for is it not the nature of all beings with privilege to deny the forces that grant them their privilege? How many basic needs of ours are taken for granted? How many injustices have we overlooked because they make our lives more comfortable? I lie awake each night questioning my faith in my princess. And I lie awake with regret at the crimes for which I was complicit."

When twilight falls, the party can speak privately with Tettlebug's inner circle. They explain that they are having doubts about their devotion to their princess, for they worry that her storms threaten the communities they left to join her.

Ratch the goblin tells the party that they must destroy any signs of Maglubiyet (the angry goblin god Ratch abandoned long ago) that they find.

Bloobl, if able to be understood, tells the party they should protect the kuo-toa colony in the Feydark (IW 59).

Jabby and Ckkkckl ask the party to protect the bullywugs in the Bullywug Swamp (IW 56).

In return, they have enough influence in Tettlebug's court between the four of them to guarantee two of the following boons to Endercoast. Ckkkckl explains their offerings.

Food. *"I'll ask the pixies of Dewdrops to create a feast."*

Water. *"Myself and the other stormcloud mephits can summon plentiful clean rain."*

Community. *"If there's one thing we cannot deny, it's that Tettlebug spreads cheer and good will, even if it doesn't last. We'll help make it last."*

RESCUE

SIGNS OF MAGLUBIYET

For each random encounter (IW 173) the party faces, roll a d10. On a roll of 10, a creature in that encounter bears the symbol of Maglubiyet, the mark of a bloody axe, and will attack any goblin party members on site. Otherwise, they relentlessly question the party if they have seen any goblins recently. They won't reveal the name of their god, but they will act in his name by slaying goblins who will then join Maglubiyet's losing forces in his great war against the orc god Gruumsh.

THE KUO-TOAS OF THE FEYDARK

The kuo-toa colony that Bloobl hails from can be found in the Feydark (IW 59). They have fed their shadows to a powerful being who covets the title of archfey (IW 236).

Tettlebug's powers threaten to flood the entire colony. The party must come up with a plan to shield the colony from the impending flood, as well as convince the kuo-toa that there is a problem at all, for most of them are much more concerned with their worship of the Dark Lord Poppiplob. The party can come up with any method, and a few ideas are presented here.

- Block off all entrances to the section of the cave.
- Drain the lake into another part of the cave so that the flood just refills the lake.

KUO-TOA SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 5.

Successes Needed. 3.

Timeframe. 2 weeks.

Difficulty Class. 14.

Skills. Athletics, Arcana, Deception, Insight, Intimidation, Nature, Performance, Persuasion, Religion, Survival.

THE BULLYWUGS OF THE SWAMP

The bullywug community that Jabby hails from can be found in the Bullywug Swamp (IW 56). The king haughtily proclaims that the bullywugs have no need for outsiders to determine what they should or shouldn't do to prepare for a storm. After all, who says a storm is coming at all? A bunch of commoners? Psshh!

Tettlebug's powers threaten to electrify the entire swamp, killing all of the bullywugs should they touch the water. The party must come up with a plan to keep the bullywugs alive, as well as convince the bullywugs that there is a problem at all, for most of them would rather believe their king that there is no problem than listen to the outsiders telling them what to do. The party can come up with any method, and a few ideas are presented here.

- Assassinate the king and install a puppet monarch who will do as they tell them to.
- Entreat the help of the ancient toad.

BULLYWUG SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 5.

Successes Needed. 3.

Timeframe. 2 weeks.

Difficulty Class. 14.

Skills. Athletics, Arcana, Deception, Insight, Intimidation, Nature, Performance, Persuasion, Religion, Survival.

THE RETURN

Upon returning to Dewdrops with evidence of their success, Tettlebug's four traitorous sycophants reward the party by promising that they will fulfill their end of the bargain and use their influence over her court to help meet Endercoast's needs.

If the party has solved all of Endercoast's basic needs as a result of completing this part of the quest, they can level up upon returning to Endercoast.

REVEAL THE TRUTH

The four sycophants with doubts, namely Ratch the goblin, Bloobl the kuo-toa, Jabby the bullywug, and Ckkkckl the stormcloud mephit, are each having a crisis of faith in their devotion to Tettlebug. They would be amenable to the party offering to help them make a clean break.

Ckkkckl tells them that Tettlebug is good at heart -- she just knows not what she does. If she were perhaps shown the error of her ways, the true extent of her destructive power, she may have a change of heart and instead harness her powers to help save Endercoast.

Unfortunately, the other sycophants of Dewdrops may not be so willing to negotiate. They have a vested interest in preserving the status quo and will act with violence against any who threaten to disrupt it. Getting a private audience with Tettlebug may be difficult with so many of her followers so fiercely protective of her.

The four sycophants can distract most of the court to allow the party to speak with her in private, but it will take all of their power to do so, and they will still need to defeat Tettlebug's **unicorn** (MM 294), Gingrich, who is blindly loyal to her. To kill a unicorn is a terrible affront to the Feywild itself and will incur upon its killer a curse (IW 62). The unicorn has multiple methods of escape (taking Tettlebug with him) that will need to somehow be disabled even if he isn't killed.

Once the party has Tettlebug alone, she is indifferent to them as they aren't officially part of her congregation. The party can use her characteristics (IW 12) to increase her attitude to friendly, at which point they can attempt to convince her to see the true extent of her powers with a successful DC 20 Charisma (Deception or Persuasion) check.

On a successful check, Tettlebug is convinced to stay in place for a while and see firsthand the storms that befall her. The weather becomes a downpour (IW 54) and her court is beset by hundreds of **will-o-wisps** (MM 301) that are carried along with the storm, the lost souls of those who died as a result of her power. The party personally must protect her from 14 of these will-o-wisps; she has gone catatonic with confusion and horror and cannot help them.

Each round, on initiative count 20, the will-o-wisps call out the horror they experienced at the hands of Tettlebug Moonflower. You can roll on the Will-o-Wisp Horror table or choose your own.

Eventually, Tettlebug uses her power to halt the storm completely. Clear skies. Any remaining will-o-wisps slink away into the unknown.

A knot forms in your stomach as you hear her laugh, at first tiny and tinkly, but soon growing thunderous, maddening, manic. She howls with horrific laughter. Finally she has been shown what she is capable of. Finally she realizes the destruction she has wrought. She babbles manically of a Harmonic Convergence, of the Sea of Vines, of a lighthouse on an island. Her sycophants rush to her, trying to calm her, speaking of all the joy she has brought the world, but their words are hollow and she orders them to leave her alone. She alights upon a hollow log. She sits. She thinks. All the while giggling to herself in madness.

FAILURE

If Tettlebug can't be convinced to see the truth of her power, she demands that the party tell her where they hail from. If they reveal they are from Endercoast, she pledges to march upon the city and teleports the party back with instructions to "herald the arrival of the Princess of Dewdrops". The city rains heavily until she arrives three weeks later, at which point terrible storms will tear the city apart.

Tettlebug will arrive at the Sea of Vines before she reaches Endercoast, offering the party one final chance to change her mind.

WILL-O-WISP HORRORS

d6 Horror

- | | |
|---|--|
| 1 | -- pounding thunder -- ears bleeding -- my infant daughter -- her cries drowned out -- |
| 2 | -- woman I love -- hair standing on end -- I kissed her -- blinding light -- searing heat -- melting skin -- |
| 3 | -- couldn't breathe -- gasping at the surface -- waves rolling over -- then no strength left -- carried away by the current -- |
| 4 | -- separated -- my mother -- my father -- my brothers -- forgot about me -- left me behind -- |
| 5 | -- my home -- all around me -- all gone -- everything scattered -- everything destroyed -- |
| 6 | -- swept away -- high into the air -- wished for a soft landing -- helpless -- over quick -- |

Ckkkckl explains to the party that the Harmonic Convergence was a celestial event that granted Tettlebug her powers in the first place. It just so happened to occur the very day that Endercoast arrived in the Feywild. Such a Harmonic Convergence will occur on the same day each year. Perhaps reaching the lighthouse in the Sea of Vines will provide the party with the answers they seek.

In the meantime, he and the others feel responsible for Tettlebug's madness and proclaim that they will assist her in any way they can. They have a handle on this. The party should go.

QUEST COMPLETION

The quest is complete when the party receives information about the Harmonic Convergence.

As a reward, the party's relationship with Tettlebug's court (IW 21) increases by 1, and the party can level up upon return to Endercoast.

The party still has the opportunity to complete the Homeward Bound sidequest if they wish.

HOMeward BOUND

Even after being shown the truth of the horrific extent of her powers, Tettlebug's court of Dewdrops remains. If the party so wishes, they can work with Tettlebug to steal her away in the night and return her to her family in the Faerie Village (IW 58).

To do so, they will require Tettlebug's cooperation, which requires a DC 14 Charisma (Persuasion) check. They will also need to create a new identity and appearance for Tettlebug, otherwise her followers will be able to recognise her and return her to her former 'glory'; this requires a DC 20 Intelligence check, with advantage if the character making the check is a changeling or has the charlatan background. And they will need to sneak Tettlebug out of Dewdrops, requiring a DC 20 Dexterity (Stealth) check. On a failure, Tettlebug's hundreds of sycophantic followers will restore her as their queen and she will be forced to fight the party to save face, something which she tells them ahead of time.

You can swap the above checks for a skill cascade.

HOMeward BOUND SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 5.

Successes Needed. 3.

Timeframe. 1 day.

Difficulty Class. 20.

Skills. Arcana, Deception, History, Nature, Perception, Religion, Sleight of Hand, Stealth, Survival.

If they are successful, Tettlebug is returned home. She loses her powers, becoming a regular **pixie** (MM 253) once more.

The Moonflower family hovers above their mushroom hovel like a rainbow arch of fairy lights to welcome their beloved Tettlebug home once more. Tettlebug cries as she wraps her arms around her mother and father. She apologises for ever leaving them, and all they can utter are hushed reassurances that she is still loved.

As a reward, the party's relationship with Dewdrops increases to 2, and they keep the benefits of that relationship even though Tettlebug has lost her powers.

Once upon a time, a fisherman's son became lost in the caves in the cliff by the sea. His father found him on the beach after three days of wicked worry, only for the son to speak of the Pink Gobblers within that rescued him. The fisherman was unable to contain his curiosity and so delved into the caves himself. There he found the Fish Men, the Pink Gobblers, who themselves had never met humans such as he, aside from his son, and were as curious about him as he was of them.

The fisherman, however, had a rival, and while he was away in the caves, his rival cut his nets. The fisherman returned home to find that all of the food he needed for the winter had wriggled back into the sea. To avoid any further sabotage, he began setting up new nets in the cave with the Pink Gobblers, and soon he would know them as well as he knew his own family. He grew fond of them, and they grew fond of him. They gave him pink goo to fix his nets, and he taught them how to properly fillet a fish. So impressed at the fisherman's skills were they that they called him a god.

Many weeks later, the fisherman played on the beach with his wife and his son. His son was swept out to sea by a terrible rip current, but when the fisherman and his wife screamed in terror that they might lose their son, the boy was carried back to shore on the back of a school of fish. The fisherman realized then that he had power over the fish, for they gave themselves to him willingly, and his family ate well that night.

The fisherman's rival saw all of this and was envious beyond measure. He went into town and hired the nastiest criminals he could, and in the middle of the night, he and his criminals broke into the fisherman's home. They threatened to drown the fisherman's wife and child if he did not tell them of his secrets. The fisherman gave in and told them of the Pink Gobblers, and the rival was satisfied, for he would soon go into the cave and take their powers for himself. But the criminals were not to be trusted. They had been promised blood, and there was no blood to be found through cooperation. So they raised their cudgels to kill the fisherman's family.

In desperation the fisherman called upon the powers that the Pink Gobblers had given him and thusly transformed his wife and child into sharks. They ripped the criminals to pieces and then dove into the sea. The fisherman cried out to his family to return to him, but there was nothing more he could do, for the sea swallows its denizens whole.

The fisherman's rival dragged him to the cave to steal the great powers that had been granted to the fisherman, only to find that the Pink Gobblers had armed themselves, and they would not abide by this mistreatment of their god. They ate well that night.

Each day, the fisherman would crawl out of the cave and call out across the ocean for his wife and son, but on the inside the two sharks were still human, and he could not command them to return no matter how hard he tried. The Pink Gobblers celebrated their new god. And their new god wept.

GENERIC FEY COURT



GENERIC FEY COURT



h, but you must travel through these woods again and again, and you must be lucky to avoid the wolf every time.

But the wolf ...

The wolf only needs enough luck to find you once.

(Emily Carroll, Through the Woods)

COURT SUMMARY

This generic fey court is meant to provide the basis for a court if you have created a custom archfey (IW 48) and do not wish to adapt one of the four existing courts for them.

Use the goals (IW 50), influences (IW 50), minions (IW 50), events (IW 50) and patron bonuses (IW 50) of your custom archfey.

QUEST SUMMARY

The party arrives at the fey court in the hopes of entreating the archfey to assist Endercoast. The archfey sends the party on a quest to gather the Acorn of Truth, a magical acorn that, legends say, will reveal the truth of the City of Man. The party fights or negotiates with the Ancient Bear and retrieves the Acorn of Truth, only for the party to find that the acorn has been robbed of its power. Upon return, the archfey asks the party to charge the Acorn of Truth by bringing it to Dearest Gran who can wish its magic to be restored. However, a dark creature, the Prowler, stalks the party demanding that the acorn's secrets be hidden. Upon reaching Dearest Gran, she restores the acorn to life on the condition that all party members pay her a hag's price. The acorn is restored to life and has a personality of its own, begging the party to plant it outside of the archfey's court. Wherever the acorn is planted, it springs forth as a glorious apple tree, and within each apple is a spark of the divine, instilling the party with knowledge of Harmonic Convergence. If not planted in the archfey's court, the archfey curses the party.

DM PREPARATION

- Build a custom archfey using the tools in this book (IW 48).
- Familiarise yourself with Feywild travel (IW 52).
- Pre-roll some random woods encounters (IW 173).
- Prepare foes from your custom archfey's list of minions (IW 50).
- Prepare additionally the following foes.
 - **Faerie Dragons** (MM 133)
 - **Dearest Gran** (IW 232)
 - **Ancient Bear** (IW 200)
 - **The Prowler** (IW 238)

APPROACHING THE COURT

The party explores the Feywild until they come across someone who can tell them about the emotional truth needed to reach the court.

"Embrace the Feywild for what it is, not what it is supposed to be."

Roll on the Woods random encounter table (IW 173) twice and add the following twists.

TWIST I

Everyone in the encounter gains the benefit of the spell *detect thoughts* until it is resolved.

TWIST II

Everyone in the encounter gains the benefit of the spell *detect thoughts* and is affected by the spell *confusion* until it is resolved.

WELCOME

Upon reaching the court, the party is entranced by its majesty. You can read the following description or make your own.

The court smells of childhood memories. The ground under your feet feels like butterscotch pudding and snowball fights. You hear a sound that reminds you of pumpkin carvings. The rustling of leaves on the tree is the jingling of bells on a sleigh. The weather is as cold and brisk as blistering sand on bare feet. Overall you feel in your gut that feeling of the dread of Monday classes looming at the horizon of a beautiful Sunday. In the center of the court is a throne of mirthless smiles, and upon that throne, waited on by thousands of buzzing faeries, is the archfey.

The archfey demands that each party member declare their name, their favourite season, and the most obscure fact they know about the world. The archfey's face is unreadable; it is not possible to tell whether they approve or disapprove, but they give a short nod at the end to declare their satisfaction.

THE DEAL

The archfey can offer to fulfill any two of Endercoast's basic needs, but they are only willing to do so if the party retrieves the Acorn of Truth.

The Acorn of Truth is a legendary artefact said to prophesise the coming of the City of Man, and if it is planted, the tree that sprouts from its seed will provide the answers to how the City of Man can be removed from the Feywild forever.

Currently, the Acorn of Truth is held in the cave of the Ancient Bear, who once tried to eat it and had it become stuck in her voicebox. Sleep deep, and true, and well, and the party will be able to reach the bear's abode.

THE ANCIENT BEAR'S CAVE

If the party sleeps deeply for at least 12 hours straight, they wake up startlingly close to the sleeping **ancient bear** (IW 200).

*The cave is wide and open, and the only entrance or exit is high above you through a sinkhole in the earth, over which long, lazy canopies dapple the sunlight on your face. Pockets of sunlight have allowed moss, shrubbery, and small trees to grow on the dirt on the cave floor, and amidst all of this, the ancient bear slumbers in her nest, bubbles of snot floating up high through the sinkhole's opening.

Her snores are deafening and her claws are intimidatingly long and sharp. Every so often, the bear coughs in her sleep, and it becomes clear that there is something stuck in her throat.

Any attempt to retrieve the acorn from the bear's throat awakens her, much to her chagrin. She will likely attack the party on instinct. Also, each bubble of snot floating up in the air immediately pops to reveal a **faerie dragon** (MM 133) within. There is one faerie dragon per party member. The faerie dragons serve the bear and attempt to put the party members to sleep. If the faerie dragons don't have their Euphoria Breath available to do so, they'll take the Help action.

The ancient bear doesn't care that the acorn of truth is stuck in her throat. She just wants to sleep, and the party is in the way of that. The party can convince the ancient bear to accept help with a successful DC 20 Wisdom or Charisma (Animal Handling, Deception, Medicine, or Persuasion) check. Until this check is achieved, the bear will continue to fight.

Upon retrieving the acorn of truth from the ancient bear, she will go back to sleep (if still alive) and give the party directions back to the archfey court.

The Acorn of Truth is a large acorn (about the size of a fist) with the word "Truth" in sylvan carved in its side. Any attempt to devise the magical nature of the acorn returns nothing -- as far as any party member can tell, it is nonmagical.

UPON RETURN

Upon return, the archfey examines the Acorn of Truth and deduces that, while it is real, it has been stripped of its magic. Even so, the party has fulfilled their end of the bargain, and the archfey fulfills two needs of Endercoast at the party's request.

If all of Endercoast's short term needs are fulfilled as a result, the party can level up in Endercoast.

RESTORING THE ACORN

The archfey cannot restore magic to the Acorn of Truth, but they know someone who can: Dearest Gran, the hag. The archfey tells the party if they wish to know the truth of how to send Endercoast home, they will need to seek out this hag and make a deal with her to restore the acorn's magic.

The archfey just has one request: if the acorn's magic is restored, plant the acorn in their court.

The party must travel through the Feywild in search of the home of Dearest Gran (IW 232).

STALKER IN THE WOODS

Roll on the Woods random encounter table (IW 173) twice and add the following twists.

TWIST I

All creatures in the encounter are attempting to be as quiet as possible, for there has been a dangerous prowler spotted nearby, and they do not want to be so unlucky as to draw its attention.

TWIST II

All creatures in the encounter are paranoid of the prowler, and everyone can feel its presence nearby. Any creatures with a passive Perception of 14 or higher can see glimpses of an impossibly large, yet impossibly stealthy creature moving slowly, deliberately, and nearly invisibly through the trees. Only the glint of its eyes can be seen, two pinpricks filled with resentment and hate. And then it is hidden once more, fully, but not gone.

DEAREST GRAN'S ASSISTANCE

When the party reaches Dearest Gran (IW 236), she is warding her little garden from evil with *glyphs of warding*. These glyphs have literally been grown from the earth along with her vegetables and potatoes.

Dearest Gran is willing to restore the Acorn's power, but only if each and every member of the party pays a Hag Price (IW 61).

When the acorn's power is restored, it grows two little arms and a face and introduces itself as Cornea. It has a voice like tissue paper.

*Hello! Plant me in the dirt and I'll grow up to a big, big tree! Whatever you do, don't plant me in that archfey's court! That will make me very unhappy!"

The acorn isn't willing to discuss its reasons, but a DC 14 Charisma (Persuasion) check gets her to open up. The acorn doesn't feel like she will fit in with the rest of the trees in the court. She will be a fruit tree, an apple tree, and apple trees tend to make other trees very jealous. Also, the archfey is very powerful and very dangerous and Cornea worries that she will say the wrong thing and be blighted.

Dearest Gran warns the party not to plant Cornea in her own garden, lest she claim ownership over the apple tree that sprouts.

The party can choose to honour the archfey's wishes for Cornea to be planted in their court, or honour Cornea's wishes not to be planted in the court. This does not affect the magic of the tree, but refusing to honour the archfey reduces the party's relationship with the court by 1.

THE PROWLER

When the party leaves the safety of Dearest Gran's garden and are once again alone in the Feywild, they are ambushed by the Prowler (IW 238).

*You were lucky once before. But as twilight darkens to midnight and a blue moon hovers menacingly above the treetops, you know that your luck has run out. A second moon appears, just as hateful as the first, and you realize that you are not looking at two moons at all, but two eyes, two eyes of a twisted creature, a creature that prowls in the darkness, abandoned, alone, and malicious. The Prowler steps forward.

The Prowler states that he, as the once avatar of Malar, took away the acorn's magic. Malar believed that truth is poison to chaos, and the Prowler shares that belief.

The Prowler can be convinced otherwise if a party member makes a reasonable argument that truth and chaos can coexist and succeeds on a DC 14 Charisma (Persuasion or Deception) check. If the Prowler isn't convinced, he will attack the party in an attempt to steal Cornea and remove her magic once more.

PLANTING CORNEA

Within 10 seconds after being planted, Cornea grows into a twenty-foot tall apple tree and immediately produces enough shiny red apples for the entire party to eat. Upon each Apple's skin is carved "Truth" in Sylvan.

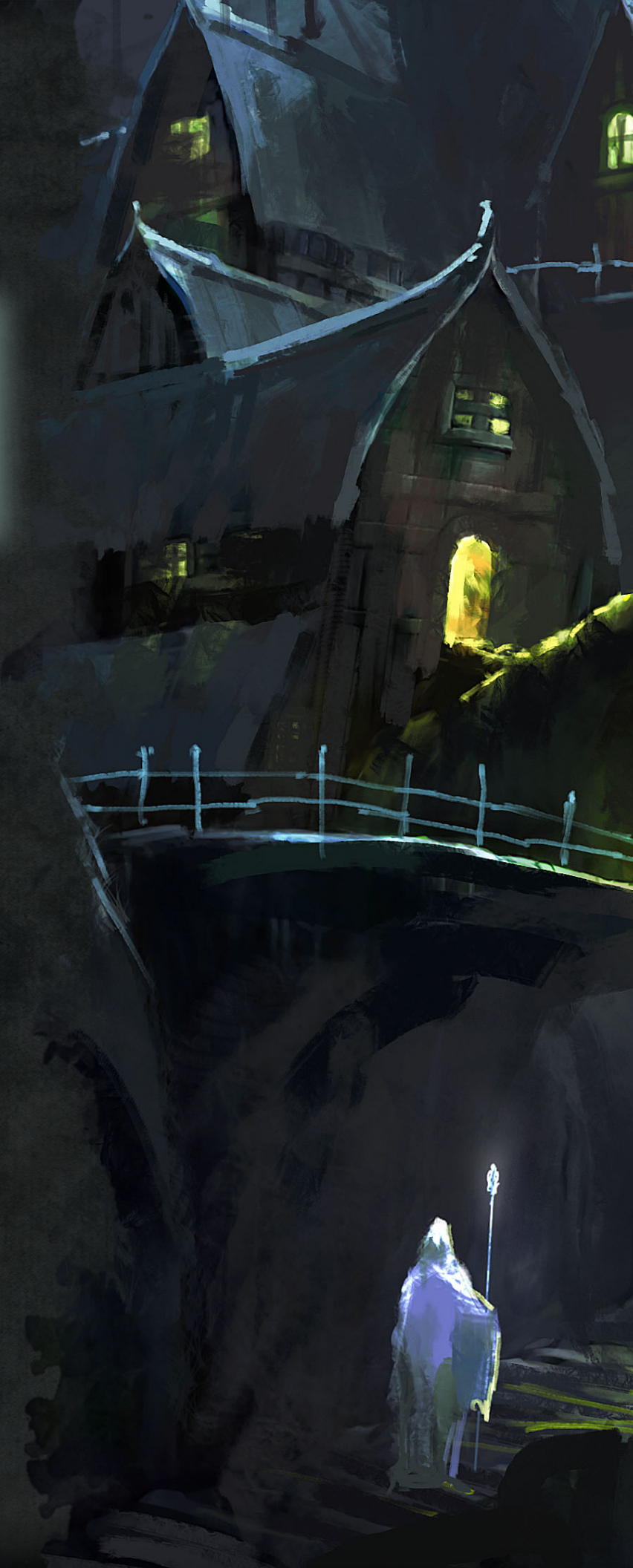
Consuming an Apple of Truth prevents party members from ever speaking a lie again and instills the following truths in their mind.

- Every year on the same day, the threshold between the Material Plane and the Feywild is at its thinnest. This is known as the Harmonic Convergence.
- Endercoast arrived at the Feywild on such a Harmonic Convergence, and can only be sent back during one.
- To send Endercoast home, the party will need to explore the lighthouse in the Sea of Vines during Harmonic Convergence.

If the party planted Cornea in the archfey's court, the archfey will promise to help them cross the Sea of Vines. Otherwise, the party will need to find another method of crossing it.

QUEST COMPLETION

The generic archfey court's quest is completed when the party learns of the Harmonic Convergence. The party can level up in Endercoast.



SPIRITED AWAY



SPIRITED AWAY

Once upon a time, a man had seven sons. With the birth of each son he despaired, for he wished only for a daughter. In the fourteenth year of their marriage, his wife finally bore him a girl, but she was born too early and she was sick from the moment she emerged from the womb. The father called out to the gods to save his little girl. None answered. Sometimes it is the fate of a child to be taken from the world as soon as she is given.

But the man would not be satisfied with this. He called forth past the gods, to the deeper and older spirits of the woods. And sure enough, his prayers were answered. They were not answered by a god. They were answered by something much more ancient. Something that would exact from him a dangerous price. His patron took from him his seven boys. They were turned into ravens and whisked far, far away.

The dark patron was true to its word. The daughter got better, slowly, and she grew strong and beautiful and intelligent. But all her life she knew that something was missing. When she would fall and scrape her knee, she felt the absence of fourteen strong hands lifting her back up. When the other children would make fun of her, she felt the absence of seven voices calling out in her defense. And when she played alone in the yard, she felt the absence of her family, her true family, the family that should have always been there for her.

She knew that something was wrong, for her father would sometimes sit upon the veranda, head in his hands, and stare up at the sky as if waiting for his loved ones to return. She asked him if she was always an only child, and he sighed, for he could not keep the truth from her forever. No, she was the youngest of eight, but her brothers were lost to the world.

She knew one day that she would find them.

And when her city fell into the Feywild, she knew that was where they would be found.

DISPLACEMENT

That feeling of being displaced, of not quite belonging to the ground under your feet, there's nothing special about that. Nobody owns the land, no matter how many borders those fools draw on their maps. Want to feel like you belong? Get your head out of the dirt and talk to people around you. It's a privilege I don't have. Don't take it for granted.

QUEST SUMMARY

During a holiday where the people of Endercoast get together and reminisce about the past, a teenaged dwarf named Magpie instead stares up at unfamiliar stars in wonder. Some time later, the girl seeks out the party. She tells the party her seven brothers are lost in the Feywild and asks them to help her find them: she will ask the sun to shine the way, entreat the stars for a gift, and seek shelter in the earth. They will bring her to her brothers.

The sun, taking the form of a fire elemental, invites them to stay and tries to devour them by entrancing them with comforting but untruthful visions of the future. The stars, taking the form of a naga, present the party with an uncertain future by offering them a game of chance. And the earth, taking the form of a mossy hill ogre, locks the party away so that their future is set in stone. Each of them provide the party with clues to lead them to the nest of a great bird.

In a huge cliffside nest, they discover seven ravens, whom the ancient raven has kidnapped to replace her own sons who were killed in a terrible storm. Only by remembering moments of her brothers can Magpie save them, but she has thought so much of the future that she can no longer remember the past. The party must help her. It is only then can they be transformed back into seven dwarves.

DM PREPARATION

- Read the Grimm fairy tale [The Seven Ravens](#).
- Familiarise yourself with Feywild travel (IW 52).
- Prepare a 13-card Deck of Many Things (DMG 162) and take note of the stipulations found in this quest (IW 145).
- Prepare the following foes.
 - **Fire Elemental** (MM 125)
 - **Spirit Naga** (MM 234)
 - **Mossy Hill Ogre** (IW 215)
 - **Ancient Raven** (IW 204)

PLOT HOOKS

- A teenaged dwarf named Magpie instead speaks of the possibilities of a future in the Feywild, where the stars have true meaning, where the sun hangs at the horizon, and where the earth can nurture you as it nurtures its plants. There is a future here.

REMINISCING

This quest can begin during any of the following events.

- Highharvestide (IW 43)
- New Years' Feast (IW 43)
- The city is in a Nostalgic mood (IW 42)

The city's youth stay up well past their bed times to stare up at the stars in hope of returning one day to their home in the Material Plane while the adults drink and laugh and swap stories of times long past. An older dwarven woman, mid fifties with a grey beard, quite drunk, pulls the party into a circle of other dwarves and starts babbling about a good memory of hers.

"It was midsummer, I think, or maybe it was someone's birthday, doesn't matter, my girl points up at the sky and shouts "A ROC! A ROC!" and half my friends thought she was warning of falling boulders and the other half ducked under the tables. Turns out it was nothing but a common crow! Hey, my new friends, my new friends, tell us a story of what life was like before we got stuck here. Come on, don't be shy."

Party members take turns telling stories of their old lives in the Material Plane, or can just make something up. After each story, the dwarven women all take a big drink and ask for more. They get quite drunk surprisingly quickly for dwarves.

Off to the side, sitting alone, is a young dwarf, probably about 13, her mind lost in space. She rolls her eyes at her mum's drunken antics and asks a party member to sit with her for a moment.

"You know, it might not be so bad if the city stayed in the Feywild for a while. Back home, the stars were just stars, the sun abandoned us at night, and the earth was just a place to be excavated for gems. Now the stars have meaning, the sun hangs always at the horizon, and the earth nurtures everyone. Yes, I would like to stay."

It is never fully night in this place, so dawn comes sooner than expected. All the revelers wander back to their homes.

SEVEN RAVENS

Some time later, the party (or just one party member) is interrupted in the middle of whatever they were doing by that same adolescent dwarf, who reintroduces herself as Magpie. She is a dwarf (IW 188) **courtier** (NPC 207).

"Sorry to bother you. Kinda hard to track you down. I don't have a lot of money but I need your help. My brothers are out in the Feywild. All seven of them. They were turned into ravens. It's a long story. Will you help me find them?"

If the party accepts her offer of 70 gp, Magpie explains her plan.

"They were turned into ravens by a powerful being somewhere out in the woods. My plan is to ask the sun to shine the way, ask the stars for a gift, and ask the earth for shelter. I've never met my brothers -- they were transformed into ravens before I was born -- but I think I will recognise them if I see them. The thing is, I've never been out in the Feywild before. That's why I need your help."

Refer to the section on Feywild travel (IW 52).

THE SUN

"To reach the home of the sun, we need to shine brightly, boldly, and warmly for all. That's the closest thing we get to a map, I think. Sorry."

Describe the following scene when the party arrives.

You fall upwards towards the sky and land gently upon a crystalline lattice. When you look back the way you came, you see the entirety of the Feywild hyperbolically stretched out as though it were the sky and the sky was the planet beneath your feet. You feel dizzy as you walk around, for the Feywild bends and shifts as though through a thick lens. You need to sit down for a moment.

The party is approached by the sun, a **fire elemental** (MM 125) that takes the form of a blazing ball of plasma. The sun does not speak, but you understand its intent. It will blaze a path forward for you, should you see the same future that it sees.

The crystalline lattice the party stands upon shifts to display fragmented visions of the future. Each party member must describe their character's preferred future, the future they rest their deepest hopes upon. The sun shows them only the future they want to see, not necessarily what may come to pass.

In Magpie's future, she sees images of a great bird circling a cloudy mountain.

While the party is distracted, the sun attempts to devour Magpie. She cries out for help, but also cries out that the party should not harm the sun.

The party must save Magpie without extinguishing the sun, for to do so would be to send the Feywild into an eternity of darkness.

Evidently the sun was not helpful. Magpie is confident, however, that the stars will help, and they are nearby.

THE STARS

"To reach for the stars, we need to hope, desperately and truthfully, for a better future. The sun has shown us that better future already. Hold that in your hearts and we will find the sun's siblings."

Describe the following scene when the party arrives.

From the crystalline lattice ascend pinpricks of twinkling light. They whirl together and then form a constellation of a snake. The snake rises high above your heads and flicks out a brilliant sparkling tongue to taste the air. "I am the stars. What do you request of me?"

The stars are represented by a **spirit naga** (MM 234) with immunity to nonmagical bludgeoning, piercing, and slashing damage. They speak Celestial and Sylvan. To Magpie, the stars do not appear as a snake at all, but as a great raven.

Magpie asks the stars for an item that will support her in locating her brothers, the seven ravens stolen from the Material Plane. The stars present to her a Deck of Many Things (DMG 162) and tell her to declare how many she will draw. There are only 13 cards in the deck; any cards only present in a full 22-card deck are excluded.

The following stipulations are made.

- Instead of a devil, the FLAMES card draws the ire of one of the archfey from this book (IW 12).
- The knight from the KNIGHT card is a sprite (IW 189) **knight** (MM 347).
- The JESTER does not provide XP.
- The KEY card grants the Sunblade (DMG 205).
- The MOON card, instead of granting wishes, inflicts a curse of lycanthropy (MM 207).
- Instead of an unknown NPC, the ROGUE card draws the ire of one of the key faction leaders from this book (IW 11).
- The SUN card grants a Stone of Good Luck (DMG 205) and does not provide XP.
- The keep of the THRONE card is found in the Feywild and requires an emotional truth of "rightful ownership of land" to reach it. Use Random Dungeons (DMG 290) to create a Stronghold (DMG 294) representing this keep.
- If taken by the VOID card, the character's soul becomes trapped within an inverted crystal prism held by the constellation of stars. Defeating the stars will release the prisoner. The player with the imprisoned character can control Magpie, a dwarf (IW 188) **courtier** (NPC 207).
- All other cards in this deck behave as normal.

A wooden box inlaid with glowing moonstones clicks open to reveal a deck of ivory playing cards. There are thirteen within. You must declare how many you will draw.

Magpie draws two cards: The first is Euryale, and the second is Ruin. She is overcome with a terrible migraine and collapses to the ground, sobbing, knowing that her foolishness has cost her parents their home and livelihood.

Each party member can choose to declare a draw from the Deck of Many Things themselves. They can also choose to fight the constellation of stars, who offers neither Magpie nor the party further help. If the stars are defeated, the sky above the Feywild will no longer display the stars. Above the clouds, there is nothing.

Despite her foolish drawing of cards from the Deck of Many Things, Magpie still insists on continuing her quest. She seeks comfort in the earth where the world is more certain.

THE EARTH

"Steady as an oak tree standing tall against the wind," whispers Magpie. "Stay rooted. Stay calm. Stay sure."

Describe the following scene when the party arrives.

You leave the crystalline lattice behind, and once more it forms the sky above your heads, the way it should be. You stand upon a great hill, moss between your toes, warm earth underneath. But the hill shifts and shakes, and you realize that you are standing atop a giant.

The **mossy hill ogre** (IW 215) looks over its shoulder at the dwarf sat forlornly upon his back. With a gentle hand, he lifts her close to his face and asks her what her purpose is. She explains her quest and what has happened so far. Out of sympathy, the ogre tells her that he is indeed the earth, and he will protect her from harm.

The ogre shows the party his home underneath his hill.

Cozy, dark, damp, and warm. Voles and badgers cover up their holes as room is made for you. You feel as though you could lie down in this dark, dirty cave and become one with the earth itself. All your troubles would fade away. You spot a great black bird circling overhead, and you feel sorry for that bird for it shall never know the peace that lies so closely within your grasp.

Magpie begins to lose herself. The party must convince her to continue on her quest with a DC 10 Charisma (Persuasion) check. If they fail, she becomes buried and the party must dig her out. If they succeed on their check, Magpie sighs and gets up.

This angers the earth. He attacks unless he is satisfied with a successful DC 14 Intelligence (Nature) or Wisdom (Animal Handling or Survival) check.

THE NEST

Each of the three helpers have given Magpie a clue leading her to a great black bird in the sky. That great black bird circles overhead. To reach its nest requires a specific emotional truth.

"You don't get to choose your family," says Magpie. "But they're yours all the same. That's what makes them so special."

Describe the following scene when the party arrives.

Blustering wind. Clouds rolling past. You are halfway between the earth and the sky, clutching the slippery cliffs for dear life. There, not far at all, you spot the nest. In the nest sit seven black ravens fighting over a worm as thick as your arm. The ravens squawk at the sight of their sister. They fly over and roost in her jet black hair, flapping excitedly. Tears of relief stream down Magpie's cheeks.

CAW.

The ancient raven slams down on its empty nest. She is big enough to swallow a man whole. The mountain shakes with every step of her great talons. Her three eyes blaze with fury.

This is the **ancient raven** (IW 204). If the party finds a way to communicate with her rather than attack, the ancient raven's attitude turns from Hostile to Indifferent and she reveals the following story.

Once upon a time, a raven loved her seven chicks more than anything in the world. She fed them, she bathed them, and she taught them to fend for themselves when one day they would leave the nest and make her proud. But then there was a storm.

The raven fought the storm for fourteen days and fourteen nights, but no matter how many bolts of lightning she turned away from her nest, no matter how many claps of thunder she beat back with her wings, no matter how much smoke she blew away, the storm could not be stopped, and her chicks were carried off to their deaths.

She mourned for many months, until one day, a mysterious figure arrived on her mountain and in her nest they did deposit seven gorgeous black ravens. Though these ravens need not be fed, need not be bathed, and would never fend for themselves, she loved them all the same, for even if she could not have her chicks, she would have someone to care for after all.

Until one day, their sister came to take them back.

The ancient raven has the following characteristics in this quest.

Personality. I am stubborn enough to literally fight the weather. I will do anything to protect my family -- maim, kill, even die if I have to.

Ideal. Motherhood. The most important thing in the world is to teach your chicks how to become good ravens when they grow up.

Bond. A great storm took my children from me. Perhaps it was caused by the archfey Tettlebug Moonflower.

Flaw. I cannot move past the deaths of my children.

The party can use the raven's characteristics (as well as her knowledge of the past, present, and future) to change her attitude from Indifferent to Friendly. Once friendly, she agrees to release the seven brothers from her care. She tells the party, however, that she cannot transform the brothers back into dwarves, for she merely adopted them. The one who transformed them is still unknown.

Magpie asks the party to help her change her brothers back into dwarves. She knows she can do it. She just needs to remind them of who they are. The party can help her by reminding her of events involving her family: something from the past, something in the present moment, and something to look forward to in the future. If they can fulfill all three, the brothers transform back into dwarves. They embrace their sister and thank her for her bravery and kindness.

The raven bids you all farewell. She looks to the skies. Maybe there is more to life than just her nest. Maybe she still has a chance to reinvent herself. All three of her eyes close as she lets the wind take her away.
Magpie wipes the tears from her face. "Let's go home."

QUEST COMPLETION

The quest is complete when Magpie is reunited with her brothers; they don't necessarily have to be transformed back into dwarves for the quest to be complete, but it's a more satisfying ending.

As a reward, the party can level up upon return to Endercoast. They don't receive their 70 gp that was promised if Magpie drew the Ruin card, for she and her family now have nothing. A 1,000 gp donation will help her family get started with a new business if the party wants to help them out.

THE BOY WHO WENT FORTH TO
LEARN WHAT FEAR WAS



THE BOY WHO WENT FORTH TO LEARN WHAT FEAR WAS

Once upon a time, a father had two sons. The elder was strong, wise, and successful, while the younger was stupid and poor. The younger son could manage few strenuous chores, so it was always up to the elder to do them. However, if the father bade the elder to fetch anything when it was late, or in the night-time, or if the way led through the cemetery or other such dismal place, the boy refused and said, "It makes me shudder."

The younger son saw that his strong, wise, and successful brother shuddered at the thought of these chores, and the boy came to the realization that perhaps this was yet one more thing that he lacked. If he could learn to shudder, he would be that much closer to his brother whom he idolized.

The father sent the younger to work at the old chapel. The boy confessed to the priest that he did not yet know how to shudder, and the priest just laughed and told him he would. He sent the boy out into the woods at night to gather firewood, expecting the boy to come screaming back when the terrors of the night had gripped his heart, but the boy returned safe and sound each night, not bothered by the howls of the wolves or the wails of the banshees. The priest grew frustrated. He tasked the boy with ringing the church bell in the tower at midnight, and secretly the priest draped himself in white sheets so as to take on the appearance of a ghost. When the boy rang the bell, the priest appeared to him at the top of the stairs. The boy called out, "Who are you? A thief in the night?! Answer or I shall push you off the tower!" The priest did not answer, for he wanted to appear as a ghost and did not believe that the boy would push him. Of course, the boy went right up and pushed the priest off the tower.

When the investigators had finished their due diligence and determined that the death was an accident, the boy accepted responsibility for managing the chapel in the priest's stead. He told himself that if he had shuddered at the sight of the ghost instead of challenging it, the priest would still be alive. Yet the boy did not yet know how to shudder. Perhaps he would never know.

QUEST SUMMARY

Wilhelm Pleasant, a board member of the Union of Small Business Owners, requests a private audience with the party. He and his brother Jacob have always been close, though after the death of their father, they had a fight about how the body should be treated. Jacob wanted him to be buried in the Feywild, while Wilhelm just wanted him to be incinerated. Wilhelm won out in the end, but he is worried about this obsession with the Feywild in his brother. In fact, Jacob has just run off with one of those fey women. Wilhelm doesn't want to put his life and his family's livelihood at stake by leaving Endercoast's borders. He knows that the party are among the most respected adventurers in the city due to their place in Mayor Attercat's task force. He tells them he will pay them a total of one thousand gold pieces if they can find Jacob, talk some sense into him, and bring him home. If they can't do it, Wilhelm worries that he will eventually have to do it himself.

The party must retrace Jacob's steps. They find dead men and make music with them. They encounter darkwood stalkers and must defeat them in a game of chance. And they must spend a night in a spooky castle in the Feydark while ghosts attempt to scare them. If they succeed, they finally meet Jacob, but he has died of fright. His eladrin lover demands the party resurrect him.

Jacob is now happily married to an eladrin woman (their correspondence the party has been following this whole time). The only thing that Jacob truly fears is that he will die young and leave the long-lived eladrin on her own. She declares that she will care for his corpse when he dies, which reconfirms their love for one another.

DM PREPARATION

- Read the Grimm fairy tale [The Story of a Youth Who Went Forth to Learn What Fear Was](#).
- Familiarise yourself with Feywild travel (IW 52).
- Prepare the following foes.
 - **Zombie** (MM 316)
 - **Darkwood Stalker** (IW 214)
 - **Ghost** (MM 147)

PLOT HOOKS

- Wilhelm Pleasant offers the party a total of one thousand gold pieces if they can find Jacob, talk some sense into him, and bring him home.

RITUALS FOR THE DEAD

When I die, find another priest of Hephaestus. They'll know what to do. The privilege of my faith is to become a diamond to be used to save another's life.

WILHELM'S BROTHER

The party, or just one party member, is approached in Endercoast by a dapper businessman who goes by the name of Wilhelm Pleasant. He is initially friendly to the party, though it is clear something weighs heavily on his mind.

Personality. I pour all of my energy into my work.

Ideal. Diligence and productivity.

Bond. With our father dead and my brother incapable of holding down a job, it is up to me to preserve our family fortune through good business practice. I'm a board member on the Union of Small Business Owners to ensure that my family is well taken care of through thick and thin.

Flaw. I love my family, but they can often be a distraction to what is truly important.

Wilhelm tells the party that his brother, Jacob, has run off with one of those fey woman as many men have been wont to do since the fey were invited into Endercoast by the incompetent mayor. He had thought Jacob was better than that, but nobody ever lost money underestimating the stupidity of the general public.

"We had a vicious argument the day before he left and I feel terrible that he left on such sour terms. I'd go after Jacob myself, but the Feywild is a dangerous place. I'm not going to put my family's livelihood at stake by risking getting eaten by some horrible monster out there, at least not while esteemed adventurers like you are willing and able to venture out in my stead. One thousand gold pieces total to track down my brother, half up front and half upon completion. What do you say?"

If the party refuses, Wilhelm eventually hires another adventuring party, who fail to rescue Jacob and are killed by Jacob's eladrin lover Anhaern.

If the party accepts, Wilhelm provides them with a total of 500 gold pieces as well as any common adventuring gear they might need up to a value of 100 gp total. He also provides them with a series of letters written to Jacob by his eladrin lover.

"I reckon the best way to find Jacob is to retrace his steps. These letters of correspondence should help."

A successful DC 10 Charisma (Persuasion) check gets Wilhelm to reveal that the fight he and his brother had was about what to do with their father, who had recently died. Jacob wanted their father buried in the Feywild with a candlelight ceremony while Wilhelm just wanted their father to be incinerated.

Refer to the rules for Feywild travel (IW 52) when the party begins their expedition.

THE MUSIC OF THE DEAD

"My most dearest Jacob, know that in the spring my love for you has bloomed, in the summer my heart blazes with the heat of the sun, in the autumn I am thankful to the stars that I have found you, and in the winter I shall hibernate for months rather than spend a single moment without you by my side. I worry, though, that your father's death must weigh heavily upon your heart. Come to the overgrown chapel in the woods where fourteen thieves hang, and you will hear the music that dead men sing. The end is not the end. With love, your little jackrabbit, Anhaern."

By embracing the emotional truth of the letter, the party arrives at an overgrown chapel in the woods.

The chapel has crumbled to its foundations. Its glorious tower lays on its side, its gardens have crept out into the woods, and its bell has cracked into two pieces. Beside the chapel is a hangman's row where fourteen corpses dangle from the neck. They are decayed but they still wear their clothes, and painted on each of their shirts is the word "THIEF" written in Sylvan script.

A DC 5 Intelligence (Investigation) check reveals that none of the corpses are Jacob and that all of the thieves' possessions have already been taken by the fey.

If the party waits long enough, the corpses begin to stir.

In the dim twilight of the night-time, the corpses rattle and moan. One by one, they reach up and untie the ropes around their neck, until all fourteen of them stand upon the hangman's row. They let out a wail of mourning and of horror and they stumble towards the party.

The dead men are **zombies** (MM 316). They do not attack the party unless first provoked. If they are not provoked, they instead begin to moan a song.

Music

If you use music in combat, try Thriller by Michael Jackson.

The party is being secretly watched by Anhaern through a spell of *scrying*. They can detect the presence of her invisible sensor with a successful DC 25 Wisdom (Perception) check or if they have a way of sensing invisible objects. Anhaern is evaluating the party on whether they are suitable candidates to rescue her beloved. Her attitude towards them is initially Friendly, but destroying the zombies instead of singing with them reduces her attitude from Friendly to Indifferent.

When the zombies finish their song, if they haven't been destroyed, they climb back up onto the hangman's row and re-tie their nooses. Just as dawn breaks, they hang themselves anew.

The party does not need to encounter the zombies to continue on to the next part of the quest.

THE LUCK OF THE LIVING

"My beloved, my soulmate, Jacob, do not despair at your brother's words. He thinks the Feywild deceives you, when we know the feelings I bear for you are truer than any words that have ever been uttered. I see in you a man who is fearless, who can stare down the darkness without a shudder, who knows what is right, who has as much empathy for those who have passed as those who are still alive. It is a rare thing for a human. You are a lucky one. Trust in your luck and it will never run out. Always yours, Anhaern."

By embracing the emotional truth of the letter, the party arrives at the entrance to the Feydark.

A yawning void widens in the gaps between the trees. A cave of infinite depth. Infinite terror. At the entrance to the Feydark hover two formless pink spirits wearing white masks of keratin. They study a floating pair of polyhedral shapes: twenty-sided dice.

One of the **darkwood stalkers** (IW 214) calls the party over in Sylvan, inviting them to participate in their game.

"Stalkers of the dark wood such as we were never given a chance to live the lives we wished for. Do you take your life for granted? Shall we play a little game?"

The darkwood stalkers attack if the party refuses their game, and Anhaern, watching with her invisible sensor, lowers her attitude from Friendly to Indifferent or from Indifferent to Hostile.

If the party accepts, the second darkwood stalker explains the game as follows.

"The chance of being born in this world is infinitesimally small. Our dice only have twenty sides, so let us represent that as a roll of 1 on the first die. And the chance of being born with the privilege or talent to become as powerful as an adventurer like you, well, again it is vanishingly unlikely. Let us represent that as a roll of 1 on the second die. To roll twice and still achieve the lowest roll, I have heard humans call it "the eyes of a snake". What would you wager that you would be born again? That you would not become like us? Wager your life and we shall let you through."

A character who agrees to the wager and doesn't roll "the eyes of a snake" is immediately attacked by one of the darkwood stalkers, who screams something along the lines of "THIS IS WHAT YOU WANTED". If another character interferes in the fight, the other darkwood stalker joins in and the whole ordeal is seen unfavourably by Anhaern, whose attitude towards the party drops. Otherwise, defending oneself is acceptable as long as nobody interferes.

A character can trick the darkwood stalkers into winning the wager. A few ideas are presented here on how to do so, and if a character figures out another creative way, award them with inspiration.

- A divination wizard's Portent feature can change the dice to a favourable outcome as this is a d20 roll.
- Wild Magic Sorcerers can use their Tides of Chaos feature to change the dice to a favourable outcome as this is a d20 roll.
- A cleric can use Divine Intervention to change the dice to a favourable outcome.
- An illusion spell can change the result of the dice, though the darkwood stalkers will inspect the dice for tampering.
- A character with levels in rogue or the charlatan or criminal background can cheat by succeeding on a DC 11 Dexterity (Sleight of Hand) check.
- A character can somehow produce literal snake eyes and claim them as their result instead. A DC 11 Charisma (Deception) check is necessary to pass this off as an acceptable result.
- "Life" can be reinterpreted more favourably, such as by losing a few hit points, or by forgoing a date with a handsome stranger. A DC 11 Charisma (Deception) check is necessary to pass this off as an acceptable alternative to a fight.

If both darkwood stalkers are defeated, or if the wager is accepted and won, the party is free to pass into the Feydark. Anhaern is impressed if the wagers were won, raising her attitude to Friendly if she started off Indifferent.

THE SPOOKY CASTLE

"My beloved Jacob, do not make the mistakes my family has made. My father bargained with the hag, Dearest Gran, in the hopes of earning himself a great castle to call his own, somewhere where he could write his poetry in peace, finally. But the castle was in the Feydark, and he fell down dead with fright on the first night. Now he wanders its halls, his poetry unfinished. Spend one night in my father's castle and we shall be wed. With love, your devoted Anhaern."

If the party embraces the emotional truth of the letter, they arrive at Anhaern's father's castle.

A blue beacon shines through the fog of the Feydark. Across a cavern whose floor is miles deep and whose ceiling is too high to see, you spot a castle that is sat upon an outcropping. One of the biggest castles you think you have ever laid eyes on, yet it seems so small at this incredible distance. It beckons you to enter.

Roll a Feydark encounter (IW 173) that the party runs into while they approach the castle.

Upon arrival, the castle's great gates open up. When they pass through the castle gates, they inexplicably find themselves in the master bedroom. They have memory of exploring the castle, but it seems as though no time has passed at all. They know that all they must do is spend one night here, and they will find Jacob and his lover Anhaern.

In the master bedroom is a lectern, upon which are numerous half-finished poems. All of them are terrible.

Night in the Feydark is colder and darker than the overworld. It is not kissed by the loving lips of the sun. This is a forsaken place, and this castle most forsaken of all. You try to sleep, but the ranting and rattling of chains keeps you awake. Eventually, through the door floats a ghostly specter of an elf draped in flowing purple robes. This must be Anhaern's father.

The **ghost** (MM 147) will immediately attempt to possess one of the party members. A character can choose to fail their save against possession. If the party doesn't act with hostilities towards the ghost, he uses a possessed party member to sit down at the lectern and finally finish one of his god damn poems. The player controlling a possessed party member can come up with the poem -- they are encouraged to make it as bad as possible.

Completing her father's ghost's poetry raises Anhaern's attitude towards the party from Hostile to Indifferent or Indifferent to Friendly.

If the party is hostile towards the ghost, however, he attacks them and is inevitably defeated. Anhaern's attitude towards the party if they destroy her father's ghost drops from Friendly to Indifferent or from Indifferent to Hostile.

Dawn in the Feydark is less the sun rising and more like a black fog lifting. It is still suffocatingly dark, just more metaphorically suffocating than literal. Now that the spirit has been put to rest, the castle is empty, save for a scuffling you hear in the foyer.

JACOB'S DEATH

The party discovers Jacob in the foyer of the castle. Weeping over his dead body is an eladrin (IW 188) **liminal druid** (NPC 71), Anhaern, wearing a white flowery wedding dress. Her face is streaked with runny make-up.

Personality. Like all eladrin, I feel emotions more deeply, more truly than other races. But I envy the dead, who feel nothing at all. The dead should be respected for that.

Ideal. Soulmates. I believe that everyone has their one true love waiting for them somewhere. (Chaotic Good)

Bond. I fell in love with Jacob Pleasant, a human from Endercoast. I invited him into the Feywild to marry me, but he died.

Flaw. I forget how fragile human lives truly are.

If she is Hostile to the party, she attacks them on sight and bitterly explains her animosity while she fights them. They still have a chance to raise her attitude to indifferent if they can explain themselves while also defending themselves.

If she is Indifferent to the party, she tearfully tells them to leave. The party must use her characteristics to raise her attitude from Indifferent to Friendly.

If she is Friendly to the party, she smiles through her grief.

"I knew you would find us. I've been watching. I wish his brother had come for him on his own, but I think he made the right choice sending you here, for you have respect for the dead. Jacob didn't make it through the night. It was too dark and too cold, and when my father possessed him, he shuddered. I found him here like this and protected his body from decay. I'm so glad you've come. Please, you have to help me return him to life."

Since she was quickly able to cast *gentle repose* on his body, any resurrection spell, even *revivify*, can return Jacob to life. If the party can't cast a resurrection spell, there are a few powerful beings who may be able to return Jacob to life.

- Dearest Gran can cast *true resurrection* but will demand a high price.
- Dailili's seeds can revive his corpse, though his consciousness will be destroyed and he will be only a puppet to the Tree of Infinity.
- Hermione Galanodel (IW 11) can organise a resurrection for Jacob if the party agrees to support the Sentinels of Equity (IW 34) in their endeavours.
- Hannah from the Church of Her Inimitable Joyousness (IW 29) can cast resurrection spells for a fee of 200 times the spell level.
- Jilwocky Niftywoop from the Sylvan Gardens (IW 35) can cast resurrection spells for a fee of 200 times the spell level.

Upon being resurrected, Jacob's eyes flutter and land upon his bride-to-be. He kisses her.

"Anhaern, my love!" cries Jacob. "I was so afraid!"
"Afraid of what, my love? When you are dead there is nothing more to fear," says Anhaern.
"Afraid that you would be left all alone without me," says Jacob.
"When you are dead, I will care for your corpse, and it will suffice." Anhaern kisses her husband-to-be.
"This I have done, and this I promise I will do again."

How romantic?

QUEST COMPLETION

Upon resurrecting Jacob, he sends a letter to Wilhelm informing him that he will be staying in the Feywild. He is now the owner of a magnificent castle and a beautiful wife.

Wilhelm isn't happy with the news, but he abides by his agreement with the party and pays them the second half of their reward (500 gp).

The party can level up upon returning to Endercoast.

LOVE

Who am I to judge a man's taste? If he's found someone who sees him for who he truly is, without judgement or reservation, then that is something to be cherished. I would know more than most. Every day I imagine the face of the one I love in the heat of my forge. Her scarlet scales. Her forked tongue. Her fire.

Once upon a time, the boy who could not feel fear had become tired and uncertain. He had cared for his chapel for many years yet none of the terrors of the night had made him shudder.

One day, fourteen thieves were hanged in a row in front of his chapel, and all the villagers stayed far away, for they knew that these thieves were cursed by the fey and they would return to wreak havoc on the town if they were disturbed. Sure enough, the boy wandered outside in the night to find the bodies of the thieves surrounding him, having untied themselves from their nooses. The boy lit a bonfire and invited them to sit, which they did, and together they sang songs of the lives they had lost.

An elven princess wandered by and saw the grace that the boy showed towards the dead. She joined in with the singing, and when dawn broke and the thieves returned to their nooses to string themselves back up, the princess sat down next to the boy and told him she loved him.

Each night for fourteen nights, the boy lit a bonfire for the dead, and he and his princess sang along with them. Finally the princess turned to him and kissed him. She told him that her father owned a marvellous castle, but it was haunted. Only a man without fear could spend a night in its halls and survive. If he would do this for her, they would be wed.

He packed up his things and travelled towards the castle with his princess. On the way, they were stopped by dark spirits of the woods who demanded they wage their lives on a game of chance. The princess knew that she was lucky beyond measure to have been born into wealth, so she refused, but the boy took them up on their game. He wagered his life, and though the spirits licked their lips at the meal they would soon be having, the boy rolled his dice and won. He then comforted the dumbfounded spirits. Their lives may not have begun, but they were here, and they were understood. With that, he led his princess by the hand past the spirits, and she fell even more deeply, madly in love.

The boy came to the castle, then, and the princess begged him not to go in, for she loved him more than the world and they did not need a castle to be married after all. But the boy's mind was set. If he were to survive, he would be wed to the most beautiful and kind woman he had ever seen. And if he were to die, he would finally know what it meant to shudder. So he strode into the castle and laid down on the king's bed.

The king, who had long since died and become a ghost, came into his bedroom to see the man his daughter would wed, and when he saw that it was a human, he became so enraged that he took a pail full of water and splashed it on the boy. The boy jolted awake, shuddered from the cold, and died.

The princess was devastated, and she spent her remaining days locked away in her father's castle, caring for the body of the dead boy. In life, he had shown grace towards the dead. In death, he deserved the same.

ENDERCOAST SIDEQUESTS



ENDERCOAST SIDEQUESTS

THE GOVERNMENT

1: THE MARKETPLACE OF IDEAS

THE SALTINE HERALD

TURPH MUSHEEN SPEAKS: "ENDERCOAST DESERVES A MAYOR WHO CARES"

The city demands an election. The rising unpopularity of Mayor Attercat has spurred political action from his rivals who have put together a candidate that stands a chance of defeating him in the public eye. That candidate is, of course, Turph Musheen, popular board member of the Union of Small Business Owners.

Mayor Attercat calls in the party to his office in the Council Hall.

"Thank you for coming on such short notice. Nice to see my little task force is so bright and attentive. Suppose you've seen the papers, have you? This guy, Mr. Musheen, he ain't nothing special. Nobody gets to his standing without burying a few bodies, get what I'm saying? Find me some dirt. And if you can't find any dirt, shuffle some around. Got it?"

He asks the party to spread disinformation about Turph Musheen (IW 11). A few suggestions on how to do so are included below; if a player comes up with other ideas, award them inspiration.

- Get a job at the Saltine Herald (IW 40) and publish sensationalist headlines discrediting Turph Musheen.
- Spread rumours about Turph Musheen at Nine Layers (IW 32) or Shiner's (IW 34).
- Plant false evidence of Turph's corruption at the Guardhouse (IW 30) or at the Union of Small Business Owners Headquarters (IW 36).

QUEST COMPLETION

Upon successfully discrediting Turph Musheen and stopping his mayoral aspirations in their tracks, their relationship with the Government faction increases by 1 (IW 15). Their relationship with the Union of Small Business Owners also decreases by 1, for no matter how effectively they concealed their dirty deeds, the mayor of course let enough slip that Turph Musheen is able to trace the sabotage back to the party.

Alternatively, the party can betray Mayor Attercat by informing Turph Musheen about the sabotage and instead spreading rumours about the mayor. If they do so, their relationship with the Union of Small Business Owners increases by 1 (IW 36) and their relationship with the Government decreases by 1 (IW 14).

MARKETPLACE OF IDEAS SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 5.

Successes Needed. 3.

Timeframe. 4 weeks.

Difficulty Class. 10.

Skills. Arcana, Deception, History, Insight, Intimidation, Investigation, Performance, Persuasion, Religion, Sleight of Hand, Stealth.

2: I AM NOT A CROOK

THE SALTINE HERALD

MAYOR ATTERCAT PASSES LAWS SUPPORTING BIG BUSINESS: OUR BEST HOPE FOR THE FUTURE

Mayor Attercat's in a bit of trouble. His daughter accidentally let slip that her father changed a law last minute to support the interests of a major shipping company (Dorsal Waters) that hasn't been able to operate while in the Feywild. The Union of Small Business Owners is outraged because it means that smaller independently-owned fisheries aren't being supported in this time of need. While the Saltine Herald sings Attercat's praises, there are protesters cursing his name in the streets.

Mayor Attercat intends to hold a public trial where he will be exonerated in front of a judge. He asks the party to represent him in the case, because all of the best lawyers are too expensive to be bribed.

The courthouse deals with trials in a unique way: it's not enough for the lawyers to present their case, they must also defeat the opposing council in non-lethal combat. Court debates are a flashy, exciting affair, and quite a large number of citizens have paid tickets to come see the high-profile case play out. It's more than a debate -- it's a duel.

THE DEFENSE

The party makes up the defending council. The following points of defense are available to the party, and they can come up with more.

- There is no documentation proving the mayor took a bribe.
- The mayor is not obligated to benefit the people with his laws.
- Dorsal Waters doesn't benefit from the law immediately, and there are other aspects of the law that do benefit the good people of Endercoast, like repairing the bridges!
- Even if the company is given a major advantage with this new law, their profits will trickle down to the common folk.

THE PROSECUTION

The prosecuting council has two members, James Sarsaparilla and Annalise Illunese, and they have the following counterpoints.

- There is circumstantial evidence that the mayor took a bribe: on the mayor's salary he should not be able to afford all of his fine clothes and aged wine and cheese that he gorges himself on each night.
- The mayor represents the people's interest and is not fit for mayor if he does not act in accordance with the wishes of his constituents.
- The law proposes that the bridges will be fixed, but this means raising taxes. Nobody wants that!
- No rebuttal to trickle down economics. It's the perfect economic system! Good point. You get that one.

JAMES SARSAPARILLA

James Sarsaparilla is a celebrity halfling lawyer with a rabid fanbase. He is represented by the **court debater** (TPN 20) or **fashionista** (NPC 199) statblock.

Appearance. A sharp suit with a little man inside.

Voice. Obnoxiously high and fast.

Personality. Loves to work up the crowd. Takes sadistic glee in tearing his opponents' arguments to shreds.

Ideal. Dominance. It's not enough just to win. He has to humiliate his opponent.

Bond. He moonlights anonymously as a journalist for the Saltine Herald.

Flaw. He can talk as fast as he like, but it won't change the fact that he's actually a fairly average lawyer when it comes down to brass tacks.

ANNALISE ILLUNESE

Annalise Illunese is a half-elf legal assistant who takes no nonsense from anyone. She is represented by a **bard** (VGM 211) statblock with the **creation bard** adjustments (TPN 19) supported by a dancing cabinet of legal books, or alternatively by the **pretty face** (NPC 201) statblock.

Appearance. A poofy dress absorbing a twig of a woman.

Voice. Obnoxiously nasally.

Personality. Anal retentive. Takes delight in correcting others on superficial details. Her catchphrase is "Actually ..."

Ideal. Narcissism. She is the best legal assistant in Endercoast, and because she's the best, anyone who challenges her must therefore be wrong.

Flaw. She's insecure, which she masks with anger.

THE DEBATE

Everyone rolls initiative and fights it out while they present their arguments. The debate is strictly non-lethal; an enchantment cast over the court chamber automatically stabilises anyone knocked unconscious in the debate. The penalty for somehow circumventing this enchantment is immediate prejudicial execution.

On a character's turn, they must provide an argument for their side of the debate or rebut a point that the opposing council has made, in addition to whatever actions they take on their turn.

The winner of the fight is also the winner of the debate.

QUEST COMPLETION

If the party fails, their relationship with the Government decreases by 1 (IW 14) and Mayor Attercat is jailed for corruption. His daughter is sworn in as mayor in his stead.

If the party succeeds, their relationship with the Government increases by 1 (IW 14) and Mayor Attercat continues to hold his position as mayor. He also enjoys a surge of popularity as the results of these debates are hotly discussed in local circles.

3: BAD ENOUGH TO SAVE THE MAYOR

THE SALTINE HERALD

MAYOR ATTERCAT KIDNAPPED! BUT FIRST, A RETROSPECTIVE OF THE YEAR'S MOST ADULTEROUS CELEBRITIES

Mayor Attercat has been kidnapped by unknown agents, as you read in the paper once you finish up with the adulterous celebrity retrospective. The party already has a few suspicions on who might be responsible.

- The Union of Small Business Owners has the motive (get better laws passed for their union) and the means (a lot of thugs). Also, Turph Musheen's candidacy for mayor was likely cut short in an earlier sidequest.
- The Sentinels of Equity have found the mayor useful, but it may be time for them to install one of their own into power: Hermione Galanodel.
- Huck Lasick may have taken the law into his own hands to finally put a stop to the mayor's corruption.
- The mayor's daughter has stepped in as acting mayor; perhaps she had her daddy kidnapped to further her own political goals.

As the DM, you decide who kidnapped the mayor and why, and you sprinkle in any of the following clues as the party investigates. Include clues for other potential perpetrators as well as red herrings. Any ability checks the party makes as part of their investigation have a DC of 10.

TURPH MUSHEEN

- A thug brags that the mayor's finally off his back.
- A whole heap of new small businesses have been able to open up now that the mayor is out of the way.
- Turph Musheen reannounces his candidacy to run for mayor.

If the Union isn't responsible, the party busts down their door to find all of their accountants throwing a hissy fit because they needed the mayor as someone easily bribable -- without him, they can't get a lot of their proposals off the ground. The mayor's kidnapping is disastrous!

If the Union is responsible, it's time to bust a few heads. The party must defeat 2d6 **thugs** (MM 350), a **mastermind** (NPC 139), and a **mage** (MM 347) without catching the mayor in the crossfire.

HERMIONE GALANODEL

- Hermione makes a public declaration that the Sentinels of Equity are here to support the good citizens of Endercoast in the mayor's absence -- not that the mayor was supporting them much anyway.
- The Saltine News runs puff pieces on the Sentinels of Equity claiming that a theocracy would be better for Endercoast anyway.
- Street thugs are spotted slipping on Sentinel uniforms. They're getting sloppy.

If the Sentinels aren't responsible, the party busts down their door to find that they are all praying for the safekeeping of the mayor -- he was an idiot, sure, but he was a useful idiot, and the cult is only able to thrive while he is in power.

If the sentinels are responsible, they've got the mayor dressed up as one of them to hide him while he is bound and gagged. The party must search through the sentinels in their church for the mayor, requiring a successful DC 14 Intelligence (Investigation or Religion) or Wisdom (Insight or Perception) check to identify him. Once they do, 2d4 **cultists of the archfey** (NPC 208), 2d6 **cultists** (MM 345), and a **cult fanatic** (MM 345) attempt to ambush the party.

HUCK LASICK

- Huck Lasick hasn't been seen in his office for a week.
- His inner circle reports that he's been extremely agitated as of late, and they've heard him cursing Attercat's name.
- Lasick has a record of vigilantism that he has tried to put behind him.

If Lasick isn't responsible, the party busts down his door to find that he has just finished fighting off would-be kidnappers himself (working for the true kidnapper). He's figured out the real perpetrator (up to the DM) and asks the party to help him rescue the mayor.

If Lasick is responsible, the party finds him in a manic state, the mayor tied up and beaten half to death in his living room. Lasick tries to convince the party that the only way to save the city is through vigilante justice. You have to cut the snake off at the head, don't you? Lasick is Hostile, but the party can use his characteristics (IW 11) to change his attitude to Indifferent. Or they can just fight him.

BABYDOLL ATTERCAT

- The mayor's daughter is now acting mayor; she is benefitting directly from his absence.
- She's been cavorting with fey creatures, rumour has it. She often goes out in the Feywild and comes home covered in strands of mysterious grey hair.
- Word on the street is that she is just as corrupt as her father.

If the mayor's daughter isn't responsible, the party busts down her door to find her at the bottom of a whiskey bottle. She's cracking under the pressure of her new position. She demands the party rescue her father immediately. She never asked for any of this responsibility!

If Babydoll Attercat is responsible, she gives in to even the slightest attempt at the party to threaten or convince her. She passes them the keys to the mayor's hidden booze stash, a hidden cellar under his desk. Within that cellar, the party finds the reason that Babydoll was able to kidnap the mayor: a **korred** (VGM 168) and a dwarf (IW 188) **cult fanatic** (MM 345) hold the mayor hostage with the korred's hair, or 2d6 **ettercaps** (MM 131) and 2 **giant spiders** (MM 328) hold the mayor hostage with their webbing.

QUEST COMPLETION

If the party succeeds, their relationship with the Sentinels of Equity (IW 16), the Union of Small Business Owners (IW 17), or the Endercoast Guard (IW 15) decreases by 1 depending on who was responsible (no decrease if Babydoll Attercat was responsible), and their relationship with the Government increases by 1 (IW 14).

Completing all three sidequests for this faction allows the party to level up in Endercoast.

ENDERCOAST GUARD

1: ESTABLISH CREDIBILITY

THE SALTINE HERALD

LASICK'S 'UNTOUCHABLES' CAN'T TOUCH
ENDERCOAST'S MOST NOTORIOUS CRIME RINGS

Lasick is desperate for leads on whoever is responsible for smuggling Feywild contraband into Endercoast. He asks the party, as part of the mayor's Feywild Task Force, to chase down any leads they might have and report back to him.

In actuality, Lasick has planted fake leads just to test if the party can be trusted.

FAKE LEADS

- Some criminal is bragging in the Nine Layers that he can slip past any of Lasick's "Untouchables" any day of the week. Following him leads to the docks in the North Ward.
- A shady-looking **kenku** (MM 194) approaches the party and relays a message to them in someone else's voice: "You wanna buy some psychedelic drugs? Meet at the South Wharf docks closest to the North Lakeside Gate. These psychedelic drugs are totally radical!"

REAL LEADS

- The Sea of Vines has settled somewhat close to the docks on the North Ward. The vines undulate in tune with long-forgotten music.
- Shiner's closes up shop for a few days due to "increased criminal activity on the docks". They seem pretty pissed about it.
- Members of the Sentinels of Equity have been showing up to their sermons in a drunken stupor. They get marched up and down through the North Ward to sober up, but it doesn't help.
- The Church of Her Inimitable Joyousness has been enjoying unprecedented patronage over the past few weeks. The performers spend their extra cash on after-parties by the docks on the North Ward.

THE DOCKS

What happens is that, regardless of whether the party pursues the real leads or the fake leads, their investigation takes them to the docks on the North Ward closest to the North Lakeside Gate. There, they see a couple of "criminals" making a "drug deal".

"You got the goods? You got the good stuff?" says the first criminal, quite loudly.

"I sure do got the goods!" says the second criminal, just as loud. "I just hope that stupid Huck Lasick and his Untouchables aren't here! They'd put a stop to these enormities if they knew!"

"Sure is fortuitous that we are all alone out here to conduct our criminal activities uninterrupted by the long arm of the law!"

If the party approaches them, the 'criminals' put their hands up without a fight. They submit to the party, but tell them that they are actually **guards** (MM 347). Check their coat pockets. Sure enough, the party finds badges, as well as a script that reads exactly the same as what the guards said out loud just now, signed by Huck Lasick. Written on the back of the script is a note of congratulations from Lasick: you passed the test!

However, the real deal is going on nearby. 2d4 **cultists** (MM 345) of the Sentinels of Equity led by a **mastermind** (NPC 139) meet up with their contacts from the Feywild, a satyr **growth druid** (IW 218), a dryad **gardener** (IW 217), and a satyr **elk totem barbarian** (NPC 28), each with the Useful Fools feature of the Sentinels of Equity (IW 16). Their deal can be spotted with a DC 14 Wisdom (Perception) or Intelligence (Investigation) check. The criminals can be apprehended with the help of the guards; a Charisma (Intimidation) check may cause the criminals to surrender: DC 14 for the Endercoast criminals and DC 20 for the Feywild criminals. Otherwise, the barbarian attempts to flee with the contraband while the others cover her escape in combat.

QUEST COMPLETION

Lasick will be happy for the party to have completed his test, but he will be elated if they actually managed to apprehend some dealers in the process. Regardless, the party's relationship with the Endercoast Guard increases by 1 (IW 15).

If the party apprehended the Sentinels of Equity cultists, their relationship with the cult decreases by 1 (IW 16). The cultists deny that they work for the cult -- they were acting independently -- but Lasick is now setting his sights on the sentinels.

2: INTERCEPT SUPPLIERS

THE SALTINE HERALD

LASICK HELPLESS TO STOP FEY 'WONDER DRUG' DEGRADING SOCIETY

Now that the party has earned Lasick's trust, he sends them on a mission into the Feywild to locate the source of the "Wonder Drug" while he continues his raids on local dealers (and investigations into the Sentinels of Equity).

In order to be in the right frame of mind to travel to the right location in the Feywild, the party must emulate the effects of the drug.

"It's like you've been buried for hundreds of years. All your skin has sloughed off, all your bones are soft and porous. Within you squirms the guts of the earth itself, and within the guts of the earth you coalesce, and it is glorious. You've never felt truly alive until you've tried it. We're all connected, man. We're all connected."

They can achieve this with a DC 14 Charisma (Performance) check or by taking the drugs themselves, though Lasick will be extremely disappointed in them if they do the latter.

Once the party has achieved the correct emotional truth, read the following description.

It is deep in the forest, deeper than you have ever travelled before, where the trees are as thick as elephants and as tall as skyscrapers and where even the sun cannot reach the depths of the forest floor. It feels almost like trawling the deepest and darkest trenches of the ocean. And within this black forest is an aurora, purple and yellow and green and blue, a clutch of mushrooms older than even the forest itself.

These mushrooms are the source of the "Wonder Drug" in Endercoast. As the party investigates, they are ambushed by a group of cultists from the Sentinels of Equity. These are three **guerilla scouts** (NPC 137), three **pixies** (MM 253), and two **nature priests** (NPC 58) which have the Useful Fools feature of the Sentinels of Equity (IW 16).

The ambushers came to collect more mushrooms to sell on Endercoast's black market. If they can't defeat the party within a few rounds of combat, they stop combat to plead with the party to let them continue to harvest the mushrooms.

"The people of Endercoast are so far from home and so very small in such a huge new world. You would really deprive them of the one thing in this forest that brings them joy? You would take from them the only thing that helps them forget their yearning for home for one more day? The city needs us. You need us."

The party must decide what to do with the mushrooms. They can destroy them, let the cultists have them, steal them all for themselves, or come up with another solution.

QUEST COMPLETION

If the party prevents the Sentinels of Equity from selling the mushrooms on the black market, Lasick is pleased and the party's relationship with the Endercoast Guard increases by 1 (IW 15) and the party's relationship with the Sentinels of Equity decreases by 1 (IW 16). If the party does not stop the cult, the opposite occurs.

3: ROOT OUT CORRUPTION

THE SALTINE HERALD

RUMOURS OF LASICK'S COUP: CREDIBLE OR INCREDIBLE? LET'S LET THE PEOPLE DECIDE

Lasick plans a Night of Knives. He will bring Mayor Attercat's corruption to light, arrest several key board members of the Union of Small Business Owners under charges of collusion, and disband the Sentinels of Equity to prevent their insidious influence over the city. Only his most trusted friends and advisors are in on the plan. That includes the party.

The Night of Knives has three objectives.

1. Make Mayor Attercat's corruption a matter of public knowledge.
2. Arrest three board members of the Union of Small Business Owners for collusion.
3. Assassinate Hermione Galanodel, the de facto leader of the Sentinels of Equity.

The party is invited to participate in the Night of Knives in any way they see fit.

The party can attempt the same skill cascade if they wish to sabotage the Night of Knives instead.

QUEST COMPLETION

For each objective completed due to the party's efforts, the party's relationship with the Endercoast Guard increases by 1. Their relationship with all other factions drops to 0 (unless it is already lower) if the party assisted at all in any part of the Night of Knives. Lasick is successful with or without the party's help.

If the party instead sabotages the Night of Knives, their relationship with a successfully rescued faction increases by 1, and their relationship with the Endercoast Guard decreases by 1 per objective sabotaged.

Completing all three sidequests for this faction allows the party to level up in Endercoast.

NIGHT OF KNIVES SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither.

For this sidequest, the skill cascade must be completed once for each objective. The same skill can't be used by the party for any of the four skill cascades more than once overall.

Total Checks. 3 per objective.

Successes Needed. 2 per objective.

Timeframe. 1 day.

Difficulty Class. 20.

Skills. Acrobatics, Animal Handling, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Performance, Perception, Persuasion, Religion, Sleight of Hand, Stealth, Survival.

SENTINELS OF EQUITY

1: ALL SHALL BE MADE EQUAL

THE SALTINE HERALD

SPOKESWOMAN OF THE SENTINELS OF EQUITY TO DELIVER A ROUSING CALL FOR UNITY IN ENDERCOAST

Hermione Galanodel is preparing to deliver a speech in the town square (just outside the Council Hall) in an attempt to both lift the spirits of the citizens of Endercoast and also drive up recruitment into the Sentinels of Equity. She asks the party to help her drum up attendance for her speech.

HERMIONE'S SPEECH SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 3.

Successes Needed. 2.

Timeframe. 1 week.

Difficulty Class. DC 10: Modestly attended. DC 20: Well attended.

Skills. Arcana, Deception, History, Insight, Intimidation, Performance, Persuasion, Religion, Sleight of Hand.

QUEST COMPLETION

If Hermione's speech is modestly or well attended, the party's relationship with the Sentinels of Equity increases by 1 (IW 16). A well-attended speech gains the Sentinels of Equity 42 (4d20) new followers and they are able to conduct a faction event some time in the following weeks (IW 16). Hermione may also be willing to perform clerical duties for the party (IW 34) after a well-attended speech.

Hermione's speech, as the Saltine Herald advertised, is a rousing call for unity in Endercoast. She claims that all the citizens are reasonable people, and the only reasonable course of action is to band together as one against the unknown.

2: NO LENIENCY FOR SINNERS

THE SALTINE HERALD

EX-SENTINEL SPEAKS OUT AGAINST RELIGION:
"PRETTY GOOD ACTUALLY, NO COMPLAINTS"

Hermione Galanodel is furious. A few humans have left the Sentinels of Equity and are attempting to return back to their families. She thinks that they're being unreasonable and asks the party to convince them to return. She gives them an address and warns them that the deserters were adept at ritual divine magic.

The address leads to a basement in a slum in the East District. The door -- or more accurately, a hatch -- is ajar. It's dark inside.

The sinners, three **warlocks of Cirrus** (IW 229), ambush the party if the trap successfully goes off. Any blinded party members are surprised. If the trap is deactivated, the warlocks instead emerge from the basement to beg for their lives.

"I'm not going back to that cult!"

The warlocks explain that they have found peace in the Court of Jest. The Sentinels of Equity make everyone equal, but the warlocks don't want to be equal. They want to be special. They each put on a creepy wooden mask and try to *teleport* away.

If interrogated, the warlocks reveal the following further information.

- The Sentinels of Equity are supporting an illegal drug trade, providing hallucinogenic mushrooms cheaply to a good portion of the populace looking for an escape from reality.
- Cirrus the Jester is a powerful archfey in the Feywild. Their court is a haven for those who wish to strike their own path as a creative individual. The warlocks first heard of Cirrus when they were tasked by Hermione to spy on the Church of Her Inimitable Joyousness.
- Cirrus might know a way to escape the Feywild.

SINNERS' TRAP

This radiant glyph erupts with searing luminescent missiles, shooting towards all trespassers in equal number.

Threat. Deadly for levels 5-10.

Trigger. Opening the hatch causes a spark that activates the magnesium strips in the glyph.

Effect. Each creature within 30 feet of the glyph upon activation becomes targeted by 36 divine missiles. The missiles are divided evenly between all creatures; if they can't be divided evenly, any missiles left over dissipate into the aether. A divine missile deals 3 (1d4+1) radiant damage; this damage can only be avoided with the *shield* spell. Roll damage only once for all missiles per creature. A creature that takes damage from this spell is blinded for 1 minute; at the end of each of their turns, they can attempt a DC 14 Constitution saving throw, ending the effects on a success.

Countermeasures. The trap can be detected with *detect magic* (a combination of evocation and abjuration) or with a successful DC 20 Wisdom (Perception) or DC 14 Intelligence (Arcana or Investigation) check. *Counterspell* cast at the moment of activation prevents the magic from triggering, and *dispel magic* cast before activation can prevent the trap from going off. A successful DC 14 Dexterity (Sleight of Hand or Thieves' Tools) check can prevent the door from causing a spark upon opening, thus deactivating the trap. The spell *shield* cast as a reaction prevents damage from the missiles.

QUEST COMPLETION

If the party kills or captures the warlocks and returns them to Hermione, the party's relationship with the Sentinels of Equity increases by 1 (IW 16). If they fail to do so, their relationship decreases by 1 instead.

3: CHOOSE CAREFULLY YOUR ALLIES

THE SALTINE HERALD

MAYOR ATTERCAT SEEN WEARING WHITE ROBES: AN INSIDER'S PERSPECTIVE

Hermione reveals her plans to the party to recruit Mayor Attercat into the Sentinels of Equity. If he joins the cult, they'll have a useful puppet in the council hall and it will make a great precedent for their overall recruitment prospects. More people will join.

The only problem is, the Union of Small Business Owners has their hands in Attercat's pocket, and they won't tolerate the Sentinels gaining too much influence over the mayor. Not unless they can be neutered.

The party is tasked with dealing with the most influential member of the union board, Turph Musheen. They have a few options at their disposal; below are suggestions, and award inspiration to a player that comes up with a unique idea.

- Assassinate Turph Musheen.
- Destroy Turph Musheen's flower shop and leave him destitute and powerless.
- Turn the rest of the board against him. Cripple the union with infighting.
- Recruit Turph Musheen to the Sentinels of Equity.
- Kidnap Turph Musheen and send him out into the Feywild to get lost.

TURPH'S BAD DAY SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 5.

Successes Needed. 3.

Timeframe. 3 weeks.

Difficulty Class. DC 20.

Skills. Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Persuasion, Religion, Stealth, Survival.

The party can use the same skill cascade to sabotage Hermione's efforts to take Turph Musheen out of the picture.

QUEST COMPLETION

Once Turph Musheen is taken care of, Hermione Galanodel successfully recruits the mayor to the Sentinels of Equity. The party's relationship with the Sentinels of Equity increases by 1 (IW 16) and the Government faction is consolidated into the Sentinels of Equity. The party's relationship with the Government here-on-out mirrors their existing relationship with the Sentinels of Equity regardless of what it was before. Also, their relationship with the Union of Small Business Owners decreases by 1 (IW 17).

If the efforts are sabotaged, the party's relationship with the Union of Small Business Owners increases by 1 and their relationship with the Sentinels of Equity decreases by 1. The government faction is unaffected as Mayor Attercat remains blissfully aware of what's going on behind the scenes.

Completing all three sidequests for this faction allows the party to level up in Endercoast.

UNION OF SMALL BUSINESS OWNERS

1: IDENTIFY A TARGET MARKET

THE SALTINE HERALD

SUPPORT YOUR LOCAL BUSINESS TODAY

Turph Musheen sees potential in the party and suggests that they might want to try to start up a business. The party can use the Operating a Small Business downtime activity (IW 40) to guide them on their business venture.

QUEST COMPLETION

If the party can successfully maintain a respectable profit margin for four weeks straight, Turph Musheen is impressed. The party's relationship with the Union of Small Business Owners increases by 1 (IW 17).

2: FIND A UNIQUE SELLING POINT

THE SALTINE HERALD

POMPOUS DOLTS FAIL TO SELL FEY PARAPHERNALIA

A large number of "Cottage Industries" have propped up: people wander out into the Feywild, grab something vaguely magical, and then sell it independently from their homes, skirting their profits "under the table", so to speak. It's bad for business and it's against the interests of the union.

Turph Musheen has sent a few ruffians to check out some rich idiot's little scheme in the North Ward, but they never came back. He asks the party to investigate.

The house in question is in one of the nicer areas of town. It's a stock standard mansion built to impeccable code, surrounded on both sides by nearly identical mansions. The gate is unattended and unlocked. So is the front door.

The mansion is smaller on the inside than the outside. It's cramped and maze-like. Reminiscent of being a rat in a cage. A few twists and turns into the interior and the party comes across the corpses of the two ruffians.

A DC 14 Intelligence or Wisdom (Investigation or Medicine) check reveals that the ruffians have bite marks all over them and died of acute venom injections. It's been at least a day since they died.

Further in, the party comes across the owner of the mansion, dead in exactly the same way. In his hand is a wand lined with scales.

WAND OF SWARMING SNAKES

wand, rare

This is a cursed magic wand. When waved as an action, it summons a **swarm of poisonous snakes** (MM 338). The snakes appear in an empty space within 30 feet of the wand's wielder and are aggressively hostile to all creatures. They disappear after 1 minute. Unless the wand's curse is removed with *remove curse* or similar magic, every round after the initial summoning, another swarm of poisonous snakes is automatically summoned. After summoning 7 swarms (cursed) or 3 swarms (uncursed), the wand is inert until dawn of the next day.

QUEST COMPLETION

All the party must do to complete the quest is report back to Turph Musheen, who rewards them by giving them a total of 500 gp and allowing them to keep the wand if they wish to. He (and everyone else) is fairly baffled at how this turned out.

3: PROFIT

THE SALTINE HERALD

OVERZEALOUS POLICE WORK CUFFS THE INVISIBLE HAND OF THE FREE MARKET

The Union enjoys a position of relative power in Endercoast, but the meddling of Commissioner Lasick has stymied the extent of that power in recent weeks after crackdowns on "hooligan" behaviour from union thugs. Turph Musheen has a plan to cripple Lasick's ability to contest the union's power, but he needs the party's help. If they can do this, their business will be able to thrive like they've never seen before.

The party must turn public sentiment against Huck Lasick, robbing him of the power he enjoys as commissioner.

LASICK'S BAD DAY SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 5.

Successes Needed. 3.

Timeframe. 7 weeks.

Difficulty Class. DC 20.

Skills. Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Persuasion, Religion, Stealth, Survival.

QUEST COMPLETION

Upon successfully turning public sentiment against Commissioner Lasick, the party's relationship with the Union of Small Business Owners increases by 1 and their relationship with the Endercoast Guard decreases by 1. The party's business also doubles its revenue each week for the foreseeable future.

Completing all three sidequests for this faction allows the party to level up in Endercoast.

STABILITY

I'd be fine if society collapsed. I don't have much need for the money I make with my shop. But let's try to keep Endercoast stable for the time being, shall we? No sense dousing a sword that's not yet hammered into shape.

LOOKING GLASS



LOOKING GLASS

Once upon a time, three archfey were invited to a feast in honour of the king's newborn princess, his only child. The first of the fey gave the girl the gift of virtue. She would grow to be wise and fair. The second of the fey gave the girl the gift of beauty. All manner of creature would fall to their knees before her majesty;

wars would be fought and love would be found. But before the third fey could grant her a gift, the great doors to the hall were blasted open by a chill wind, and in strode a dark lord, tall and powerful, draped in a cloak of bitterness. The dark lord demanded a seat at the table. They had come bearing a gift for the princess.

The king scowled and ordered the dark lord removed from the feast. The dark lord howled and screamed and cursed the princess. She shall drop dead on her fourteenth birthday. With this declaration, the dark lord collapsed into a pile of stinking rats and scattered into all the nooks in the walls and was gone. The king cried out in despair, but there was one fey left to give the princess a gift. The fey could not undo the curse, but could soften it. "The princess will instead be plunged into a deep sleep, and in her dreams she will live out her life. She will live as a princess, and then as a queen, and she will grow old and happy in her dream of death. And after fourteen years, the princess will die in truth as well as in the dream. It is not much, but is all that can be given."

The princess then grew into a girl, and she was virtuous and beautiful. The king loved her with all his heart. For a time, it was easy to forget what fate was in store for her, but every time she asked of the future, of when she would be queen herself, the king could not bring himself to answer. The princess grew distraught. Each time that her questions were avoided, her desire for rebellion would rise. On the eve of her fourteenth birthday, the king had planned a marvelous feast, intending to give his daughter the most wonderful final meal of her life, to see her happy and carefree one last time. But she did not attend her birthday celebration. Instead, she escaped from the castle and fled to the woods.

She came across an old crone in a broken-down wagon. The crone asked the girl to guide her back to the kingdom, and the girl, kind and fair, offered her hand. She led the crone back to her castle where she at once realized the feast that had been laid for her, and the love that her father still held for her. She embraced her father, and she did not die on that day. She grew into a young woman, and was married to a handsome prince, and became queen of her kingdom where she lived the rest of her days in bliss.

But all of this was a lie. The moment the crone clasped her hand, the girl's heart stopped, for the crone was the dark lord in disguise. The dark lord laughed in satisfaction. The curse was fulfilled. The girl's corpse was left on the forest floor.

The princess, of course, was not truly dead, only asleep and dreaming. A woodsman found her the next day. Not knowing she was the princess, he took her to his cottage and made her comfortable as she slept. And there she still lies, still dreaming of the life she would have had.

QUEST SUMMARY

Once the party has completed at least one of the four main quests, they learn that Endercoast can only be returned to the Feywild during a period of Harmonic Convergence. In other words, they'll need to wait for the stars to -- quite literally -- align. This gives them the opportunity for more freeform exploration of the Feywild. They can pursue the quests of other courts, finish up side quests, scheme for one faction to dominate Endercoast, fight back against evil, or just explore for exploration's sake. Not to mention figuring out the mystery of who spirited Endercoast away to the Feywild in the first place.

As the Harmonic Convergence approaches, the party learns of several different potential culprits. You decide who is responsible for transporting Endercoast to the Feywild in the first place, and that faction makes serious strides towards gaining power and preventing the party's progress.

The party's investigations lead them to the island in the Sea of Vines. They learn of the purpose of the island: a watchtower. Within the watchtower is the true answer for how to get home. The party finds a way to pass the Sea of Vines, and when they reach the watchtower, they must defeat their final enemy in a climactic battle.

The secret to returning home is "the friends we've made along the way" as well as an emotional truth that cuts through the flawed philosophy of the final enemy. Armed with this knowledge, the party returns to Endercoast and prepares the city to be whisked back to the Material Plane. The Feywild is left behind, and each party member ends their story on a meaningful personal note.

DM PREPARATION

- Familiarise yourself with the rules of travel in the Feywild (IW 52).
- Familiarise yourself with downtime in Endercoast (IW 37).
- Familiarise yourself with each character in Dramatis Personae (IW 11-13).
- Read the Grimm fairy tale [Little Briar-Rose](#).
- Based on your party's individual journey through the Feywild, determine who is responsible for transporting Endercoast to the Feywild from the list of Usual Suspects (IW 164). Prepare enemy statblocks based on the perpetrator.

HOPE

If you find a way to get the city out of this place, do not hesitate for a second. I've been cut off from Hephaestus for far too long. Just one favour, if you would please you. Whoever stands in your way, give them a solid crack upside the head for me.

THE USUAL SUSPECTS

Choose one of the following perpetrators to be truly responsible for the transportation of Endercoast into the Feywild. Mull over your decision on which perpetrator is most appropriate for your party based on which perpetrator would be most meaningful or dramatic when linked to the party members' personal stories. Or, if your players come up with a theory that closely matches one of these perpetrators, you should pick that perpetrator; it'll make them feel smart.

MAYOR HITCHEN ATTERCAT

MOTIVE

After Attercat's wife left him, he took a good, hard look at where his career in politics had truly brought him, and he realized that a town like Endercoast could never fill the void that was left in his heart. Endercoast was just one town in a world that was brimming with towns just like it, with mayors just like him. There was nothing special about Endercoast, nothing particularly unique, nothing inspiring, nothing that would secure Attercat's name in the annals of history. Attercat was a big fish, sure, but he was swimming in a very, very large pond. Unless ...

It was a dark thought, but once it had formed, it was like a parasite, eating away at his brain. Endercoast could be special. It could truly be special. And if the city was finally special, then maybe, finally, that void in his heart would be filled. He would be a big fish in a pond that was finally small enough to recognise his worth.

METHOD

The books in the council hall and Attercat's office have been a source of knowledge for the party about the Feywild, perhaps unusually so. In fact, Attercat had stacked his office with meaningless unopened books because he spent most of his time squirreled away in the council hall libraries, reading up on dark rituals. He took bribes in order to gain the money to hire adventurers to dig for the precise magic items he needed. He researched, and collected, and researched, and collected, until finally he found the answer to what he sought: a city-sized spell of teleportation.

He had intended to send Endercoast to a private demiplane, but the Feywild was good enough. Here, he could finally be special. Here, he could fulfill the hole in his heart.

Too bad it didn't work.

MUSTER

Defending the lighthouse is Attercat (NPC 220) himself, as well as 2d6 **inquisitors** (NPC 138) and 1d6 eladrin **druids** (MM 346) who are sympathetic to his cause.

COMMISSIONER HUCK LASICK

MOTIVE

There's no end to it, thought Huck Lasick. No end in sight. As long as Endercoast's gates were open, as long as people continued to stream in, the criminals he could catch would always be outnumbered by the criminals that would arrive. Huck loved Endercoast. He could save the city. He just needed time.

If only there were some way to freeze Endercoast in place for a while, long enough for him to work, long enough for him to root out the corruption that plagued the city. If he could finally establish order this way, he could maintain it.

METHOD

Lasick is a very practical-minded person and likely won't have worked alone. He doesn't trust the fey, but he would certainly trust a devil to uphold its word. Huck has sought out the assistance of a **horned devil** (MM 74) named Molandric. Molandric signed a contract with Huck. Huck sacrificed his reputation as a civil engineer (Molandric sabotaged most of the bridges and other buildings that Lasick worked on) in exchange for building a reputation as commissioner. Molandric's words in the dreams of young men and women in Endercoast have turned them towards joining the force, and Molandric personally vetted all of the guards in Lasick's squad of Untouchables -- they truly are untouchable.

Molandric also transported Endercoast to the Feywild. It was not an explicit term in the contract, so Molandric was able to get creative with it. He justified it to Lasick as an opportunity for Lasick to test out his theory that he could stymie the crime rate if given the opportunity to work within a closed city.

Huck's plan seems to have failed. Crime is just as rampant here as it was before.

MUSTER

Defending the lighthouse is Lasick himself (NPC or TPN) as well as Molandric (MM 74) and Lasick's Untouchables: a **veteran** (MM 350), a **master-at-arms** (NPC 80), a **rally guard** (NPC 80), a **commander** (NPC 206), a **brute** (NPC 82), and a **banneret** (NPC 79).

HERMIONE GALANODEL

MOTIVE

The Sentinels of Equity have gained divine power from an unknown entity. Hermione thinks it's only reasonable that she investigate what exactly is giving them their power, and her only need is that it is something related to the Feywild. She knew that a trip to the Feywild would be dangerous, but it would be worth the risk, especially if she didn't have to go alone.

Transporting the whole city to the Feywild also has another major benefit for the sentinels. Aside from the church of Silvanus in the Sylvan Gardens, they would be the only group in the city with real experience with the fey, and they can offer a chance for the city to band together under their banner, growing the cult until it is recognised as a real religion.

METHOD

Hermione prayed for Divine Intervention. Her prayers were answered.

After completing her ritual to transport the city to the Feywild, Hermione has been working independently to uncover the true identity of the god that answered her prayers. She leaves in secret, alone, apart from the rest of the Sentinels. She travels to the lighthouse in search of answers and arrives slightly before the party. In the lighthouse she discovers she has been serving Cyric, God of Lies.

MUSTER

Cyric, God of Lies, manifests in the Feywild as simulacrum copies of Hermione Galanodel. Each copy is a wood elf **trickery priest** (NPC 62). Each avatar of Cyric has the feature granted by a relationship of 1 with the Sentinels of Equity (IW 16). There are 14 avatars of Cyric in total.

Hermione (NPC or TPN) is horrified by the revelation of which god she truly serves. She may join the party to fight Cyric. After all of the avatars of Cyric have been destroyed, Cyric possesses Hermione and attacks the party out of spite, hoping that the party will kill her.

TURPH MUSHEEN

MOTIVE

Turph Musheen has been vocally opposed to the influence of the Feywild ever since the moment that it became public knowledge of where Endercoast had landed. However, the Union of Small Business Owners has thrived under the lack of jurisdictional capabilities in this new place. They've pushed bribes, used thugs to maintain their monopolies, and rewritten laws to benefit themselves. Turph tells the city to reject the Feywild even as he benefits from its influence.

METHOD

Turph isn't actually directly responsible for transporting the city to the Feywild. No, the truly responsible parties were a few union-associated wizards attempting a misguided teleportation. They suffered a mishap. A really, really bad mishap. They all died in the blast, and Endercoast was shunted off to an entirely different plane of existence as a result. A random accident. But accidents can be opportunities, and Turph has taken advantage of that opportunity as much as possible.

MUSTER

Defending the lighthouse is Turph Musheen himself (NPC 206) as well as 2d6 **thugs** (MM 350) and 2d4 **magics** (MM 347).

LORD CALS

MOTIVE

Lord Cals and his godson did not depart on the best of terms. His godson lives in Endercoast working as a doctor. Sure, it would be a simple thing to send agents to kidnap his son, but this would not entice him to reconnect. No, it needs to be more natural. It needs to be believable. Circumstances pushing the two of them together again. Yes, that will suffice. After all, Lord Cals has all the patience in the world.

METHOD

Lord Cals has the powers of an archfey and control over time and space. To transport the city to the Feywild is a trifling matter for a being such as him.

MUSTER

Lord Cals himself (IW 190) stands between the party and the lighthouse.

CIRRUS THE JESTER

MOTIVE

Oh, to watch the great performances again where Cirrus once was a clown, and where they met their true love. It was in those tents that Cirrus made the greatest mistake of their life. They would do anything to see that show again, to bask in the glory of Lliira once more, to be young and free and in love. But those days were long in the past. Or were they?

METHOD

Cirrus placed a powerful curse upon the Church of Her Inimitable Joyousness: wheresoever they should settle next shall become one with the Feywild where Cirrus can join them once again. It just so happened that they settled in Endercoast.

MUSTER

Cirrus (IW 193) stands between the party and the lighthouse.

DAILILI

MOTIVE

Dailili will not be satisfied just with the Feywild. Her consumption of all of its land is inevitable, but not so inevitable is the spread of her seed to other planes of existence. Not unless she can find an entire chunk of land the size of a city that wishes to travel to the Material Plane with her roots in tow. And what better motive for travel can there be but homesickness?

When Endercoast returns, it will take a piece of her with it, and she will spread into the Material Plane where the foolish ways of mankind shall finally, mercifully come to an end.

METHOD

Dailili reached out a single root to the Material Plane and pulled a city (it didn't matter which) into the Feywild. Her plan is to grow into the city and be carried along with it when it finally returns home.

MUSTER

Dailili (IW 196) does not attempt to stop the party from reaching their goal at the lighthouse. She is there, in all her glory, but allows the party to pass unobstructed. For once, she is peaceful. That alone should be grounds for suspicion.

TETTLEBUG MOONFLOWER

MOTIVE

Tettlebug's powers were granted to her in the same way they are granted to a sorcerer: they manifested randomly one day and destroyed her old way of life. And, like a sorcerer, she has very little actual control over them. Many days she feels like a fraud. Like someone with the name of a god, only taking advantage of miracles that would have happened with or without her.

But Endercoast? Well, perhaps she might take credit for that miracle. At least she was using her powers. At least she was making a choice.

METHOD

Part of her still asserts that it wasn't her fault. She didn't mean to. It just happened that way. A bolt of lightning ripped through not just the air, but the fabric of existence, too, cleaving the divide between realms in twain. And through that divide slipped one single city. A small mistake. That's all.

Tettlebug has pushed her mistake far to the back of her mind. She is the Princess of Dewdrops. A princess doesn't make mistakes. She must have meant to do it all along.

MUSTER

Tettlebug Moonflower herself (IW 198) stands between the party and the lighthouse.

DEAREST GRAN

MOTIVE

Dearest Gran should have known better than to deal with mortals in the Material Plane. When they inevitably tried to get out of their end of the bargain by cutting her off from their realm, the hag was more disappointed than angry. Now she has to bring them to her instead.

METHOD

Though it may not be efficient, Dearest Gran's *wish* to transport the entire city to the Feywild was certainly effective. Over the course of the first few weeks, she had already kidnapped and punished all those who had crossed her. But what she hadn't realized was how many of the citizens would turn to her to help, not knowing she was responsible for their misfortune. And she was perfectly happy to help.

MUSTER

Dearest Gran herself (IW 232) stands between the party and the lighthouse.

THE ANCIENT BEASTS

MOTIVE

Dailili had already displaced most of them by the time they all thought to seek each other out. The bear's resting place in the earth had been upturned by roots. The boar had barely escaped suffocation. The owl's nest had been flung from the tops of the trees, her eggs lost. The spider's webs were shaken and burned. And the swamps of the toad had been drained. Only the elk still stands in Dailili's way, but his raven friend has foreseen that he will fall if he stands alone.

Seven of these ancient beasts -- the bear, the boar, the elk, the owl, the raven, the spider, and the toad -- agreed that a force to rival Dailili must be gathered. The other archfey are too unreliable or too indifferent to help. It must be a mortal, one who has the urgency of a short life and the desperation of someone who has so little time to prove themselves.

One ancient beast disagreed -- the ancient wolf -- though he was always a contrarian in these matters. What does he know, anyway?

METHOD

The ancient raven used the last of her powers to summon an entire city brimming with adventurers to the Feywild in the hopes that they would see the destruction that Dailili has wrought and side with the ancient beasts in defeating her. But so great was the effort that the ancient raven lost the ability to cast her spells of teleportation, and so terrible was the crime, they realized, that no one from the city would agree to help them if they knew what they had done. Their secret must be kept safe. They will be nothing more than an influence.

MUSTER

If Dailili is killed, the ancient beasts will allow the party passage to the lighthouse unimpeded. If the party has not (or refuses to) kill Dailili, the ancient beasts stand in their way.

The ancient wolf tells the party of what the other ancient beasts have done. He understands why they did it, but he refused to be a part of it as he believes that the harm they have done would outweigh all that would be accomplished. He asserts that he was right.

When the party approaches the lighthouse, massive lilypads from the ancient toad's swamp appear before them. To cross the lilypads, the party must defeat each of the ancient beasts one by one.

The ancient wolf tells them that he will hold off one of these foes; the party can decide which of the seven, but they must decide now. Regardless of the outcome of the ancient wolf's fight, the chosen foe is distracted long enough that the party does not need to fight them. If the party chooses an ancient beast of CR 5 or lower, the ancient wolf and pup are able to kill their foe. An ancient beast of CR 6 or 7 will kill Pup, and the ancient wolf will kill them in turn. An ancient beast of CR 8 or 9 will kill both the ancient wolf and Pup.

The order that the party must fight the ancient beasts is as follows.

1. Ancient Spider
2. Ancient Owl
3. Ancient Bear
4. Ancient Toad
5. Ancient Raven
6. Ancient Boar
7. Ancient Elk

All throughout, the ancient beasts warn that sending Endercoast back home while Dailili still lives would spread her to the Material Plane. It's not too late to turn back and do what is right. Dailili must be killed.

THE PROWLER

MOTIVE

The Prowler has gone mad after all these centuries absent from the light of Malar. In his fevered dreams he heard the cry of a young boy in Endercoast that could not find his father, and the Prowler's heart broke for that boy. He vowed that he would find the boy and rescue him, no matter how long it took.

METHOD

The Prowler discovered an archmage who had become lost in the unknown of the Feywild. The Prowler promised the archmage many things. Riches beyond imagining. The power of the gods. A way home. The archmage accepted the bargain, transported Endercoast to the Feywild, and was promptly eaten by the Prowler.

The boy whose cries the Prowler had heard was Jacob Pleasant. Jacob's father passed away of illness soon after Endercoast was transported. The Prowler watched him from afar, and seeing how Jacob treated the dead, was impressed and delighted.

If the events of *The Boy Who Went Forth to Learn What Fear* has taken place, the Prowler ambushes the wedding of Jacob and Anhaern. He kidnaps Jacob in the hopes of training him to be a hunter. Anhaern begs the party to help rescue him.

MUSTER

The Prowler takes Jacob to the lighthouse, where he believes the threshold between the Feywild and the power of the divine are at their most delicate. The Prowler fights the party throughout the lighthouse, ambushing and hiding again in hit and run tactics. Jacob is at the top, shaking, having finally found the true meaning of fear.

Anhaern focuses on rescuing Jacob while the party fights the Prowler.

A CUSTOM ARCHFEY

MOTIVE

You can come up with any motive you wish for a custom archfey you've created.

A typical archfey will be interested in expanding their court. Having an entire city of fresh faces that depend on them for their survival is a pretty good way of doing that.

METHOD

Archfey possess nigh-unlimited power. To transport an entire city at once is by no means a minor feat, but it's not outside of the realm of possibility to do it through sheer power alone.

MUSTER

Refer to your archfey's statblock (IW 49). Your archfey stands between the party and the lighthouse.

A MEMBER OF THE PARTY

MOTIVE

If you think a member of your group is a good candidate for someone responsible, accidentally or deliberately, for transporting Endercoast to the Feywild, discuss with the player if this is a direction they would be comfortable pursuing for their character. Do this well ahead of time; it should not be a last-minute addition.

The player will come up with a reason that their character desired this event, or how they benefited from it after the fact, if it was an accident.

METHOD

The player determines how Endercoast was transported to the Feywild. An easy explanation is the fulfillment of a *wish* or the side effect of a teleportation mishap.

MUSTER

Before this quest begins, give the player enough time to secretly gather one powerful ally, such as an archfey, Dearest Gran, or the Prowler, or the forces of a faction such as cultists from the Sentinels of Equity. The betrayer's allies lie in wait in the lighthouse for the party to arrive.

You can discuss alternative ways of preventing the rest of the party from achieving their goal; it does not have to be a climactic battle.

RANDOM CHANCE

MOTIVE

Not everything in this world can be chocked up to an antagonistic force. Sometimes, bad things just happen randomly. It can be hard to accept when nobody is individually responsible for what happened.

METHOD

The Feywild and the Material Plane are inextricably linked. Spontaneous shifts between planes is common.

MUSTER

The lighthouse is eerily empty. Only dust and echoes remain. No one stands in the party's way.

HARMONIC CONVERGENCE

EXPLANATION

Once per year, the celestial bodies above the Feywild align in just the right way, weakening the strands that keep the Material and the Fey apart. Through these weakened strands, light may spill through. And sometimes a whole person. And sometimes a whole city.

Of course, a year is a funny thing in the Feywild. Sometimes a year lasts a month. Sometimes a century.

Endercoast was transported to the Feywild on the day the city has called "Homeward" in the 9th week of Spring. The fact that the city celebrates this day even further opens the threshold. To send Endercoast home on this day would be the easiest thing in the world. It is ripe for the plucking. You just have to know how to pluck it.

And that knowledge is located in the lighthouse deep in the Sea of Vines.

MANIFESTATION

The party has learned of the Harmonic Convergence from one of the four arch-fey in this book. Regardless, the Shimmer is particularly bright, and the city is filled with fey. Pixies dance around chimneys. Satyrs play the pipes on every corner. Bullywugs croak together in song. Goblins playfully curse the skies in defiance of the god that cannot reach them.

LORD CALS

If they have learned of the Harmonic Convergence from Lord Cals, the holiday is one of solemn mourning. People dress in black and wander the streets in a mock search for those who have been lost.

CIRRUS THE JESTER

If they have learned of the Harmonic Convergence from Cirrus, the holiday is a trickster's holiday, where the people of the city become more like the fey, just for one day. There is no treat, only trick.

DAILILI

If they have learned of the Harmonic Convergence from Dailili, the holiday is one of a desperate fight against the tide of the influence of the fey. Everyone bands together to clip away the weeds that are choking the city.

TETTLEBUG MOONFLOWER

If they have learned of the Harmonic Convergence from Tettlebug, the holiday is one of joyous celebration, and the people are free, casting aside their shames regardless of the weather and enjoying the good company of others in the streets.

THE SEA OF VINES

The Sea of Vines is a massive, churning heap of vines that has completely overgrown what was once a huge lake and river. Trying to cross it is nearly impossible; you'll be crushed. Trying to fly across it seems like a good plan, but no matter how high up you fly, you'll never see the horizon, and you'll never land any closer to your destination.

Depending on who the party has asked for help, there are several ways of crossing the Sea of Vines to reach the lighthouse. Any powerful creature from the Feywild can assist them.

Most importantly, if Dailili is killed, all the plant matter of the Sea of Vines rots away. A new forest of juniper trees is born upon the lakebed. Crossing is therefore quite easy.

Any disruption to this plan, however, spells practically immediate death. If the party hasn't killed or become enemies with Dearest Gran (or another powerful fey, if applicable), she will wish them back to her hut to save their lives and berate them for their foolishness. Otherwise, it's a total party kill.

ASSISTANCE

LORD CALS

Lord Cals slows down time and parts the Sea of Vines under his own power. He can't hold off Dailili for long, and the vines are slowed, not stopped, so the party will need to rush through the opening he has created before it collapses behind them like a crashing wave.

CIRRUS THE JESTER

Cirrus can stretch the terrain, causing the party's path to dip down beneath the Sea of Vines to the lakebed itself. Above them, the vines churn as though they were the surface of the lake, with sunlight dappling through them as they twist and interlace with one another. Cirrus' illusions keep the vines from noticing the party and striking.

DAILILI

Killing Dailili turns the Sea of Vines into a forest of freshly-sprouted juniper trees, free of her indomitable will. However, the party might attempt to ally with her instead of defeat her.

If she is allied with them, she will be very pleased to part the Sea of Vines under her own power. After all, it's all a part of her master plan.

TETTLEBUG MOONFLOWER

Tettlebug's followers lead a procession through the Sea of Vines, singing praises of Tettlebug and calling upon her powers to keep the vines at bay. Lightning crackles through the vines as they are parted to let the procession through.

DEAREST GRAN

The hag wishes that the Sea of Vines will be parted. In exchange, the party must locate for her the corpse of a young girl who fell in the Sea of Vines. The girl has a magic necklace, a Necklace of Adaptation, which Dearest Gran covets.

Locating the magic necklace requires a DC 14 Intelligence or Wisdom (Investigation or Perception) check. Three failed checks and Dearest Gran can't hold the vines at bay anymore; they've taken too long to search.

POPPILOB

Like Cirrus, Poppiplob can cloak the party from notice from the vines. They can travel down to the lakebed while the vines churn above their heads as long as they stay quiet and stealthy.

THE PROWLER

The Prowler can singlehandedly hold the Sea of Vines at bay through his size and strength alone. If the party has a good relationship with the Prowler, he may valiantly sacrifice his life to hold off the vines as the party finally reaches the lighthouse.

ENVIRONMENT

You can use the following description for the experience of crossing the Sea of Vines, or you can make your own description that better fits the solution your party has found to cross it.

You walk along the lakebed of the Sea of Vines. This was once a thriving ecosystem. The skeletons of fish and the bleached outer shell of a coral reef can still be found crunching underfoot. The ribcage of a two-hundred foot long leviathan snakes across the dips and valleys of the lakebed. It has long since been smashed to pieces by the vines. You can even still see the bones of humanoids who fell in and were eaten by the roots.

To either side of you, like waves of a river parting, you can see the towering, churning walls of plant matter, barely held at bay. Something about those walls of vines and roots and thorns suggests to you that they are hungry. Given the slightest excuse, they will strike. Or, you should say, she will strike.

OBSTRUCTION

Unless Dailili is assisting the party, is directly allied with them, or is dead, she will attempt to obstruct the party from reaching the lighthouse. She'll send out the following small army of enemies to stop them unless there is a reasonable explanation why she wouldn't.

This is a multi-stage fight. After each stage, the party attempts the following skill cascade. On a failure, they proceed to the next stage of the fight. On a success, they reach the lighthouse.

SEA OF VINES SKILL CASCADE

To complete a skill cascade, each party member must either make an attempt at a check or take the Help action to assist another party member in completing a check. A party member can do one, both, or multiple of either in any combination, but not neither. The same skill can't be used more than once by the party overall.

Total Checks. 7.

Successes Needed. 4.

Timeframe. 2 hours.

Difficulty Class. 14.

Skills. Acrobatics, Arcana, Athletics, History, Insight, Investigation, Nature, Perception, Religion, Stealth, Survival.

STAGE 1

Dailili manifests 2 **primeval guardians** (NPC 130) and 3 **growth druids** (IW 218) to stop the party.

STAGE 2

Dailili manifests 2 **shambling mounds** (MM 270), a plant **roper** (MM 261), and a **gardener** (IW 217) to stop the party.

STAGE 3

Dailili manifests 4 **dryads** and 4 puppeteered shambling mound **centaurs** (IW 212) to stop the party.

STAGE 4

Dailili manifests 2 **vine blights**, 2 **needle blights**, and 4 **twig blights** to stop the party. If the party manages to defeat this pathetic last resort by Dailili, they successfully cross the Sea of Vines.

THE LIGHTHOUSE

When the party reaches the island and crawls up onto the mushroom head-shaped chunk of land upon which stands the lighthouse, their way is blocked (with some exceptions) by those who are responsible for transporting Endercoast to the Feywild in the first place. Check the "Muster" subheading in the relevant Usual Suspects section (IW 164).

Upon defeating all their enemy can muster, they reach the lighthouse.

In the center of the island is a lighthouse that is ten times taller than you thought it was. No matter how far back you crane your neck, you can't see the top of it. Its stone is as white as ivory. Chromatic aberrations of light beam down in all colours of the rainbow. The door shines from within with white light.

When you step through the doorway, you reach the top floor of the lighthouse, and there is no door behind you any more. Trinkets of the city of Endercoast are scattered around the room: piles of paperwork, broken cobblestones, rusted metal, rat tails, expired coupons, and scraps of clothing and canvas. These signs of decay are meant to represent the city.

Gales of wind chill your bones. The lighthouse creaks to the left and to the right in a lazy pendulum. Like the watchtower of a panopticon, you can see through the open windows all around you in a great circle. It is the Feywild. All its endless forests. All its sparkling delights. And all its horror.

From the center of the room shines a prism, an inverted crystal pyramid, aimed up at the heavens. The planets have aligned. Notes of harmony hum through the fiber of your being. All has converged on this point.

As you stare into the prism, and as you see all of the Feywild around you reflected within, you feel deep in your heart that you will be granted a wish. Just one. A wish that you all must share. A wish beholden to no laws, where your intent matters as much as your words, where you must trade nothing at all for the privilege. It is yours.

Or, if you prefer, you can smash the prism, and the city of Endercoast will be returned home to the Material Plane. If it is your will to go, you will go. If it is your will to stay, you will stay. But no wish will be granted.

The party will need to put on hold the fulfillment of their most personal desires in order to secure the achievement of the campaign's goal. Make sure that everyone is in agreement whether to make a *wish* or to smash the prism. It should be a decision the party makes together.

NO PLACE LIKE HOME

The prism shatters. Reflected in each shard, as the shards sail through the air, you see moments of your journey reflected. One moment catches your attention by burying itself deep into your heart.

Each player should describe a moment from the story that was of particular meaning for their character. The shard that has pierced their heart deals no damage and will provide a boon later.

If some players are staying and some are leaving, this may be the final moment they have together. Those who have chosen to join Endercoast and return home feel themselves already being pulled away. Anything left unsaid will remain unsaid forever.

THOSE WHO STAY

You watch through the windows of the lighthouse as a shimmer is blotted out and consumes itself, and in its place is a barren hunk of lifeless bedrock. Nothing will ever grow there again; Endercoast's influence over the Feywild was too much for too long. Like all things in the Feywild, it is more an impression of a place than a place, and soon it will be a feature to avoid just like all the others. Perhaps a feature you will make pilgrimage to once in a while, just to trigger those old memories again. You are absorbed back into the Feywild, part of its mysteries again, like all of its inhabitants. This is where you belong.

THOSE WHO GO

You have already been back in the material plane for a week before it really sinks in what has happened. Endercoast is home. There is no shimmer around the gates. The stars in the sky are familiar, but in the way your childhood home is familiar -- memories overlapping on memories gives you an uncanny feeling when you look up at the constellations that should give you comfort. You become dizzy at the prospect of having to live things out one day at a time. Things just made more sense in the Feywild, when you really think about it. Life isn't linear. Memory isn't clear. Existence is a fluke, an accident, not beauty, and none of it makes sense anyway.

WISH UPON A STAR

Your wish is granted.

Work with your players to determine the exact nature and effects of this wish. Assuming that it does not bring ruin on all of creation ...

As you look out at Endercoast, the beam of the lighthouse passes across its shining lights, and all is absorbed together into one. The Shimmer around the gates collapses and the border between Endercoast and the Feywild is weakened. No longer on the threshold, no longer part Material and part Fey, Endercoast is a city of this realm now, beholden to its chaos, and there is as much celebration as there is dismay.

You return to a city that can no longer be mapped. You return to a people that have adapted. They have braved the wilds. They have earned their place. And so have you.

QUEST COMPLETION

Looking Glass is considered to be complete when the party makes the decision to either return Endercoast to the Material Plane or to make a wish.

This is the end of the campaign. If the party wishes to keep their characters for other purposes or to begin a new campaign with them, they can level up. They also receive a boon depending on their choice.

No Place Like Home (Go). You've returned to the Material Plane, perhaps permanently, but you will always carry a shard of the fey within your heart. When a creature fails its saving throw against an effect originating from you, you can use your reaction to force that creature to become charmed by you until the end of your next turn.

No Place Like Home (Stay). You've chosen to stay in the Feywild, but Endercoast's stability will always keep you on your feet. You have resistance to magical damage, and you have advantage on saving throws against spells and other magical effects.

Wish Upon a Star. You've mastered the Feywild and are more resistant to its tricks. You have resistance to magical damage, and you have advantage on saving throws against spells and other magical effects.

DENOUEMENT

To conclude the campaign, narrate a small denouement for any major characters your party interacted with. Choose as many of the following summaries as you like to read to your group; not all may be applicable and the characters in question might not even be alive. Only pick ones that are appropriate. You can change them as well -- they are only suggestions.

NO PLACE LIKE HOME

Mayor Hitchen Attercat. Onlookers reported the mayor stripping down and wading out into the beautiful sparkling water of the lake he left behind, as though baptising himself in the world he had once taken for granted. In the coming months he wrapped up any paperwork he had left as mayor, left stewardship of the city to his daughter Babydoll Attercat, and bought a quaint little cottage on the coast to live out his days. Babydoll stepped down and a new mayor was quickly elected. As the years went by, a mysterious donor contributed hundreds of thousands of gold pieces to the redevelopment of the city. Perhaps penance for past sins.

Commissioner Huck Lasick. With a sudden epiphany on the value of sharing trauma for collective healing, Commissioner Lasick loosened his tough grip on the city and changed his policies towards a more rehabilitating strategy towards crime. His workforce of volunteer ex-cons made great strides over the next few years in auditing past engineering projects and making improvements where possible. With his efforts, the city began to recover.

Hermione Galanodel. The Sentinels of Equity lost their divine power when Endercoast was returned to the Material Plane. Aimless, Hermione spent weeks in meditation alone before emerging with a new perspective on her beliefs. She set out into the Material Plane to find something, anything, to fill the hole she felt was left by being cut off from the Feywild. The rest of the Sentinels remained as weavers and tradesmen in Endercoast, but over their time their numbers began to dwindle.

Turph Musheen. Horrified at the hypocrisy he has seen in the management of his union, Turph passed a motion to enact accountability measures and work with the government to impose watchdog restrictions. His work all done, he returned to his family and his flower shop and removed himself from the public eye. He remains there now, old, but happy.

Lord Cals. Watching, waiting from his throne in the progenitor architecture in the Litter and the Peat, Lord Cals, Arch-Fey of the March of Time, sits patiently as all of his schemes finally fall into place. This world will fall to entropy, and he will always be here to watch.

Cirrus. All good things must come to an end. The Court of Jest, like any good circus, would never have remained for long anyway. It disperses into the chaos of the Feywild like laughter carried by the wind.

Dailili. The weeds that grew wild through Endercoast during its time in the Feywild do not go away upon return to the Material Plane. If anything, they grow thicker, stronger, more resilient, more spiteful. Endercoast may be healing, but it has brought something home that can not be taken back.

Tettlebug Moonflower. The terrible storms that have wracked the Feywild have finally subsided. There is peace, of a sort, though like any storm, one must be wary of whether one is truly clear of the storm, or just in its eye.

Dearest Gran. The hag in the woods is implacable. Her hut leaps across the vast expanses of the Feywild in a single bound. And bound to her services are countless unfortunate souls who have dared to cross her. All of her success, however, does not cleanse the anxiety in her gizzard, for her twin sisters linger in the Nine Hells, always threatening to emerge once more and take from her the power she steals from them. Perhaps she will finally be the one to ask for help rather than offer it.

WISH UPON A STAR

Mayor Hitchen Attercat. All the gold in the world could not satiate the greed of the once great mayor of a once great city. But what use is gold in a place like the Feywild? As the Shimmer fell, so did the walls of Attercat's office, and from those walls spilled mountains upon mountains of gold. The mayor became buried in gold, where some say he still remains, stuffing his pockets full of all the coins around him, not realizing that his pockets will never be full, and his grave of gold will never be escaped.

Commissioner Huck Lasick. In one last attempt to maintain order, Commissioner Lasick rallied his Untouchables to arms to stand against the final assimilation of Endercoast. But as the Shimmer collapsed and associations became that of dreams, one by one Lasick's untouchables put down their weapons and joined the rest of the good people of Endercoast in embracing their new reality. A reality of dreams. A reality that Lasick could not accept.

Hermione Galanodel. The glory of a newly minted city of the fey has empowered the Sentinels of Equity to finally take control over the hearts of the populace of Endercoast. They act as one, under one goal, one purpose, one understanding. Hermione has gotten what she wanted. Everyone is equal. But was it truly what she wanted, or was it what someone else wanted for her? A name on the tip of her tongue ... Cyric ... no, it is nothing. This is right. This is good. This is ... reasonable.

Turph Musheen. Turph's family became less interesting to him as the months and years passed. The flowers in his hair grew more wild and numerous with each sunrise, and it was not much time at all before the call of the wild was too much for him to bear.

Lord Cals. Watching, waiting from his throne in the progenitor architecture in the Litter and the Peat, Lord Cals, Arch-Fey of the March of Time, sits patiently as all of his schemes finally fall into place. This world will fall to entropy, and he will always be here to watch.

Cirrus. All good things must come to an end. The Court of Jest, like any good circus, would never have remained for long anyway. It disperses into the chaos of the Feywild like laughter carried by the wind.

Dailili. Endercoast will always be an impassable barrier for Dailili. Her greatest hope to spread to the Material Plane is now just as rooted in the fey as the Tree of Infinity. Her expansions halt while she sits in her eternal solipsistic forest and thinks of further schemes.

Tettlebug Moonflower. The terrible storms that have wracked the Feywild have finally subsided. There is peace, of a sort, though like any storm, one must be wary of whether one is truly clear of the storm, or just in its eye.

Dearest Gran. The hag in the woods is implacable. Her hut leaps across the vast expanses of the Feywild in a single bound. And bound to her services are countless unfortunate souls who have dared to cross her. All of her success, however, does not cleanse the anxiety in her gizzard, for her twin sisters linger in the Nine Hells, always threatening to emerge once more and take from her the power she steals from them. Perhaps she will finally be the one to ask for help rather than offer it.

Tell your players to come up with a short summary of their character's life after the events of the campaign. This can be as short or long term as they wish.

Once everyone has delivered their denouement, the campaign of Into Wonderland is officially complete.

PART 4

APPENDICES



RANDOM ENCOUNTERS

ENDERCOAST TABLES

These encounters are interesting small stories that can occur while the party walks through Endercoast.

ENDERCOAST ENCOUNTERS

d6 Encounter

- | | |
|---|----------------------------|
| 1 | The Guard (IW 175) |
| 2 | The Noble (IW 175) |
| 3 | The Thug (IW 176) |
| 4 | The Doppelganger (IW 176) |
| 5 | The Shadow Rogue (IW 176) |
| 6 | The Bounty Hunter (IW 176) |

ENDERCOAST BONUS ENCOUNTERS

If you have Tasha's Panopticon of Nemeses, you can roll a d10 instead of a d6 and add these encounters to the list.

d10 Encounter

- | | |
|----|-----------------------------|
| 7 | The Alchemist (IW 176) |
| 8 | The Watcher Knight (IW 177) |
| 9 | The Phantom (IW 177) |
| 10 | The Swarm (IW 177) |

FEYDARK TABLES

These encounters might occur in the Feydark.

FEYDARK ENCOUNTERS

d6 Encounter

- | | |
|---|-------------------------------|
| 1 | The Fungus (IW 177) |
| 2 | The Ooze (IW 177) |
| 3 | The Phase Spider (IW 178) |
| 4 | The Darkwood Stalker (IW 178) |
| 5 | The Gloom Stalker (IW 178) |
| 6 | The Fomorian (IW 178) |

THE FEYDARK

I'd stay out of the Feydark if you absolutely do not need to be there. Speaking of which, here's a list of items I'm looking for in the caves. Best of luck.

FEYDARK BONUS ENCOUNTERS

If you have Mordenkainen's Tome of Foes, you can roll a d10 instead of a d6 and add these encounters to the list.

d10 Encounter

- | | |
|----|---------------------------|
| 7 | The Sorrowsworn (IW 179) |
| 8 | The Spirit Troll (IW 179) |
| 9 | The Meazel (IW 179) |
| 10 | The Nightwalker (IW 180) |

WOODS TABLES

WOODS ENCOUNTERS

These encounters are little tales that the party can participate in while travelling through the woods of the Feywild.

d12 Encounter

- | | |
|----|-------------------------------|
| 1 | The Sea Hag (IW 180) |
| 2 | The Feysworn (IW 180) |
| 3 | The Awakened Creeper (IW 180) |
| 4 | The Warden (IW 180) |
| 5 | The Gardener (IW 180) |
| 6 | The Blink Dog (IW 181) |
| 7 | The Satyr (IW 181) |
| 8 | The Blight (IW 181) |
| 9 | The Mossy Hill Ogre (IW 182) |
| 10 | The Owlbear (IW 182) |
| 11 | The Witch (IW 182) |
| 12 | The Archfey (IW 183) |

WOODS BONUS ENCOUNTERS

If you have Volo's Guide to Everything, you can roll a d20 instead of a d12 and add these encounters to the list.

d20	Encounter
13	The Boggle (IW 183)
14	The Grung (IW 183)
15	The Vegepygmy (IW 183)
16	The Meenlock (IW 184)
17	The Redcap (IW 184)
18	The Bard (IW 184)
19	The Yeth Hound (IW 185)
20	The Korred (IW 185)

MISCELLANEOUS

Use this list if you're just looking for random creatures to populate the Feywild with.

OTHER ENCOUNTERS

d100	Creatures	d100	Creatures
1-2	1d8 awakened shrubs (MM 317) and 2 awakened trees (MM 317)	17-18	2d6 bugbears (MM 33) led by a bugbear chief (MM 33)
3-4	1 cave bear (MM 334) and her 2 adolescent cubs, black bears (MM 318)	19-20	2d6 bullywugs (MM 35) and a giant toad (MM 329)
5-6	A herd of 4d10 deer (MM 321)	21-22	1d4 displacer beasts (MM 81)
7-8	A pack of 2 dire wolves (MM 321) and their children, 1d6 wolves (MM 341)	23-24	A giant poisonous snake (MM 327) and a swarm of poisonous snakes (MM 338)
9-10	A giant badger (MM 323) and her 3d10 badger (MM 318) children	25-26	A swarm of ravens (MM 339)
11-12	2d6 goblins (MM 166) led by a goblin boss (MM 166)	27-28	1d4 harpies (MM 181)
13-14	2d4 hidden giant wolf spiders (MM 330)	29-30	An earth elemental (MM 124)
15-16	1d4 ettins (MM 132)	31-32	1d4 nothics (MM 236)
		33-34	An owlbear (MM 249), a black bear (MM 318), and 1d4 owls (MM 333)

OTHER ENCOUNTERS (CONT'D)

d100	Creatures	d100	Creatures
35-36	1d4 blink dogs (MM 318)	71-72	A circle of 2d6 druids (MM 346) and 1d4 growth druids (IW 218)
37-38	1d4 trolls (MM 291)	73-74	2d6 lizardfolk (MM 204) and a lizardfolk shaman (MM 205)
39-40	2d8 twig blights (MM 32), 2d4 needle blights (MM 32), and a vine blight (MM 32)	75-76	2d6 centaurs (IW 212-213) of any subrace
41-42	A unicorn (MM 194)	77-78	A mossy hill ogre (IW 215)
43-44	2d6 pixies (MM 253)	79-80	A witch (IW 223)
45-46	2d6 sprites (MM 283)	81-82	1d4 gardeners (IW 217)
47-48	A banshee (MM 23)	83-84	1d4 mercury berserkers (IW 220)
49-50	1d4 adult faerie dragons (MM 133) and 1d6 young faerie dragons (MM 133)	85-86	A warden (IW 221), an elite elven archer (NPC 86), a beast tamer (NPC 192) with a giant elk (MM 325), and a hunter (NPC 127)
51-52	The ancient bear (IW 200)	87-88	1d4 spirit totem barbarians (NPC 28)
53-54	The ancient boar (IW 201)	89-90	A witch doctor (NPC 232) and 2d6 eco-terrorists (NPC 217)
55-56	The ancient elk (IW 202)	91-92	A feysworn (NPC 111)
57-58	The ancient owl (IW 203)		An arch shepherd (NPC 68) with a swarm of rats (MM 339), a swarm of ravens (MM 339), and 2d4 worgs (MM 341)
59-60	The ancient raven (IW 204)	93-94	A treant (MM 289)
61-62	The ancient spider (IW 205)	95-96	1d4 evil night priests (NPC 59) controlling 2d6 will-o-wisps (MM 301)
63-64	The ancient toad (IW 206)	97-98	
65-66	The ancient wolf (IW 207) and Pup, the survivalist (IW 220)	99-100	The Prowler (IW 238)
67-68	A hidden awakened creeper (IW 209)		
69-70	1d4 dryads (MM 121)		

ENCOUNTERS

ENDERCOAST ENCOUNTERS

1: THE GUARD

As the party travels to a new area, an **inquisitor** (NPC 138), a member of the Endercoast guard, stops them and questions them. They are almost always backed by 2d4 **mercenaries** (NPC 223) and a **mage** (MM 347) for protection. They will be expecting resistance.

Committing violence against a member of the Endercoast guard is a generic crime (IW 39) with a risk of incurring a fine of 300 gp and 8 weeks in jail. Killing a guard is equivalent to the crime of murder (IW 39) and has a risk of 52 weeks in jail. The DC to avoid being discovered for one's crimes against the Endercoast guard is 5 points higher than usual (IW 39).

Roll randomly for the guard's race, purpose, and attitude (DMG 244).

GUARD RACE

d100	Race
1-50	Human
51-65	Halfling
66-70	Wood Elf
71-72	High Elf
73	Drow
74-75	Half-Elf
76-79	Mountain Dwarf
80-81	Hill Dwarf
82	Dragonborn
83-90	Tiefling
91-93	Forest Gnome
94	Rock Gnome
95-98	Half-Orc
99	Firbolg (or roll again)
100	Kenku (or roll again)

GUARD ATTITUDE

Add 10 times the player's relationship to the Endercoast Guard faction.

d100	Attitude
1-30	Hostile
31-75	Indifferent
76-100	Friendly

GUARD PURPOSE

Tie the purpose to the players' actions whenever possible.

d8	Purpose
1	Investigating reports of a pickpocket.
2	Checking the area for fey creatures in disguise.
3	Clearing out civilians to make way for detectives on a murder case.
4	Getting the rookies experience picking up drunkards and booking them for public intoxication.
5	Enforcing a district-wide curfew.
6	You match the description of a group of troublemakers who were spied "getting up to no good".
7	Routine drug check. Empty your pockets and blow into this magic tube.
8	Commissioner Lasick is looking for you.

2: THE NOBLE

A **noble** (MM 348) man or woman asks the party for directions to the council hall. Their pockets jingle with gold. They are in the wrong part of town to be flaunting this much cash.

Pickpocketing the noble might return one of the following interesting trinkets, as well as a pouch of 1d4-1 platinum pieces, 2d8 gold pieces, 2d10 silver pieces, and 2d12 copper pieces.

NOBLE TRINKETS

d8	Trinket
1	A spellbook for a 3rd-level enchanter (NPC 242).
2	A love letter sealed with a kiss. Its stamp hails from Waterdeep. It hasn't been opened.
3	2d6 electrum pieces, an odd currency to carry around.
4	A sleeping pseudodragon (MM 254) named Belladonna.
5	A silver dagger.
6	An iron cross purported to ward off fey spirits. No magic can be detected on it and it has no real effect.
7	A bag of mushrooms labelled "only for grandmother".
8	An invitation to Shiner's.

3: THE THUG

The party is surrounded by 2 **thugs** (MM 350), a **bandit captain** (MM 344), and 2d6 **bandits** (MM 343). This is a mugging.

Roll 1d10. On a roll of 1 or 2, the muggers are associated with one of the four key factions (IW 14-17) of your choice.

4: THE DOPPELGANGER

A pop-up market has spontaneously formed in the street, enticing the players to check out a cornucopia of items for sale. Fresh flowers, fruits, delicious cured meats, and of course so much clothing, jewellery, shoes, headwear, and even some basic adventuring gear at half the prices of Matthew's shop (PHB 150).

Separate the party through any means necessary.

At some point during their shopping trip, you can either choose to introduce a doppelganger, or you can roll 1d10 and introduce one on a roll of 1 or 2.

Randomly select a player separated from the others (with preference for characters from Endercoast) and pass them a secret note:

You are a doppelganger of your character. Act natural.

The rules for doppelgangers change somewhat in this context; a doppelganger has all of the statistics and abilities of their victim unless otherwise stated and magically creates copies of their equipment, except magic items.

All doppelgangers have only second-hand information on the target they are mimicking; they do not have detailed knowledge of their past adventures, their background, or any inside knowledge that only the party would know.

You should also introduce a 'tell' for the new doppelganger character.

DOPPELGANGER TELL

d8	Purpose
1	Your voice is deeper than normal.
2	You've mixed up two party members' names.
3	Your signature and handwriting is totally different.
4	You aren't proficient in any skills except Deception.
5	You are unusually knowledgeable about the four archfey of this region of the Feywild.
6	You have slight differences in equipment. If your victim wields a longsword and shield, you might forgo the shield. If your victim uses a wand as a focus, you might use an amulet. If your victim wears studded leather armor, you might stick with leather.
7	You are unusually friendly to everyone in your party regardless of your previous attitude towards them.
8	You don't have a tell. You're just that good.

So what happened to the victim? They've been transported to the Feywild and must use the strategies in the Feywild travel section (IW 52) to return to Endercoast, with the same consequences for failure. If they're successful, they return to Endercoast 1d8 weeks later, at which point their doppelganger may already have entrenched themselves deep within the party.

For added fun, if the doppelganger and the victim both confront the party at the same time to initiate a "Who's the Clone?" scenario, randomly (and mostly secretly) determine whether the player in question takes on the role of the victim or the doppelganger, and you take the other role.

5: THE SHADOW ROGUE

An archfey sends a **shadow rogue** (NPC 141) to spy on the party. This shadow rogue was revived by the archfey and paired with their now-independent **shadow** (MM 269).

The shadow rogue's goal is to gather information, fighting only if spotted and confronted, and even then with the goal to escape or feign death.

The shadow rogue intends to discover the party's key strengths and weaknesses. Take note of any skills, spells, features, or abilities a party member demonstrates. The archfey will tailor their strategies and tactics around this information.

6: THE BOUNTY HUNTER

A key faction leader of Endercoast sends a **bounty hunter** (NPC 193) to capture one member of the party. Determine this party member either randomly or based on who would be most independently useful to the key faction leader.

The bounty hunter stalks that party member, trying to remain unseen, and ambushes them when they are alone. The bounty hunter's arsenal is focused around non-lethal captures, making them difficult to fight alone.

ENDERCOAST BONUS ENCOUNTERS

7: THE ALCHEMIST

A terrible stench emanates forth from the basement windows of an otherwise nondescript building. Passersby hold their noses and gag.

If the party investigates, they find that the door is locked (DC 14 to unlock it or break it down). Inside the house, they see shelves and shelves of pickled insects, small animals, and body parts, all preserved in milky-yellow glasses of formaldehyde.

The smell is unbearable. The party must succeed on a DC 14 Constitution saving throw each minute or become poisoned. Once poisoned, they can remake the save after completing a long rest, ending the condition on a success.

In the basement, they discover a stinking, bubbling lab. A **mad scientist** (TPN 12), an older human male with spiky white hair, frantically tries to mop up black goo, only for the goo to absorb his mop. This is of course **black pudding**. He hides behind a wooden desk, but the goo eats the desk, too. He calls out for the party to help.

After defeating the black pudding, the mad scientist introduces himself as Franklin Vivisector. He expresses frustration that his efforts to create an "antimagic gel" were fruitless. He asks the party if they will locate for him "bottled lightning" to make a new attempt. It has to come from the Feywild somehow. He offers them 300 gold pieces.

After gaining bottled lightning and paying the party as he promised, Franklin descends into his work for two weeks. Throughout this time, there are news articles in the gazette about a mysterious grave robber.

Franklin creates a **flesh golem** (MM 169) that exudes an aura of *antimagic field* out to 10 feet.

8: THE WATCHER KNIGHT

If the party has no identifiable fey creatures among them, they are approached by a gregarious man in full plate armor, a **watcher knight** (TPN 35). The knight laughs and proclaims that he has heard of the group's exploits and wishes to employ their services. He wishes to place a bounty on the heads of all fey creatures. For every fey creature's head the party gives to him, he will give them 200 gold pieces. They can find him in the Council Hall most days.

However, if the party has an identifiable fey creature among them, the watcher knight may instead present himself to them as a protector of the sanctity of the material plane and demand that the fey creature be handed over to him so that it can be dealt with. If the party is uncooperative, he will attack, focusing his efforts on the fey.

He already has *protection from evil and good* cast on himself. His divine sense is also expanded to include fey creatures, and he has the "feint" battlemaster maneuver (NPC 240).

9: THE PHANTOM

The **phantom** (TPN 41) is the reincarnation of someone the party has slain once before, or someone who has died from the party's past. The phantom stalks the party from afar, and disappears as if it were never there at all if spotted.

Play the phantom as a ghost from a horror movie; the party might turn a blind corner to find the phantom's knife at their throat, only to blink, and the phantom is gone, as though it were only a hallucination. They might wake up in the night to see the phantom's silhouette in the corner of the room. They might see the phantom's face in a crowd of bystanders.

Keep torturing the party with the phantom's presence until they start to make mistakes. When a party member is alone, confront them with the phantom, this time without blinking away, and deal with the roleplay potential that there is from confronting feelings of guilt, shame, and regret. For maximum dramatic potential, have the phantom be one of the obstacles in the way of the lighthouse in Looking Glass (IW 162).

10: THE SWARM

A plague of **stirges** (MM 284) blasts out of the Shimmer and descends upon the people of Endercoast. The party spots half a dozen **commoners** (MM 345) being attacked by a **swarm of stirges** (TPN 39) down the street.

The stirges are being controlled by a powerful fey creature, **The Swarm**, which has breached the defenses around Endercoast. If the party has managed to secure safety for Endercoast, the Swarm starts with half hit points and 2 swarms of stirges. Otherwise, it has full hit points and starts with 4 swarms.

The Swarm was likely sent as an extension of Dailili's being, but another fey creature might have sent it instead; you decide its origin.

FEYDARK ENCOUNTERS

1: THE FUNGUS

The party emerges into a perfectly square black room, about thirty feet by thirty feet. It is designed entirely of carved stone. This perfectly square room has a single tall slitted window, through which the party can see a glimpse of a beautiful shining forest in the morning light. Anyone with truesight or blindsight sees instead a similar dark black room, within which are 14 myconids, 13 of which are **myconid adults** (MM 232) and 1 of which is a **myconid sovereign** (MM 232).

Each party member sees something different in this room. All contents are illusory. The true nature of the room is that it is empty and black. Growing up the walls is black mold, hidden due to its colour, creeping insidiously upward. Below are some suggestions as to the hallucinatory contents of the room.

- A chained unicorn begging to be released.
- Two ghosts of dogs, one blue and one red, chasing each other's tails in a circle forever.
- Poison gas spilling in from the roof.
- Glowing magical runes upon the walls, just begging to be touched.
- A gilded chest sealed shut with a rusty lock.
- Skeletons sprawled out on the floor, formerly elven soldiers, bristling with rusted elven weapons.
- A sign that says "DO NOT GO THROUGH THE WINDOW" in Sylvan.
- Eyes on the walls, the eyes of everyone you have hurt.
- A well of water that goes forever down into darkness.
- Spiders in nasty squirming clumps on the wall. Hundreds of them.
- Yourself, only stronger.
- A dragon, massive, curled up and trapped here, taking up almost all the space.
- Four doors, one on each wall. The first door is yellow; blood drips from its edges. The second door is blue; you hear rushing water beyond, as well as whispers to stay away. The third door is the colour of the wall; you can't see it but you know it is there. And the final door is green, sickening, ugly. You hate looking at it.
- A tiny key lies on the ground. Every time you reach down to pick it up, you realize how silly you were to think it was there at all. No, it's over there now instead.

The window, the only constant across all these hallucinations, beckons and entices the players. If anyone sticks a hand or an arm through or attempts to pass through in another way, the myconids use their pacifying spores on that person and pull them through.

Is this some sort of experiment? Nobody knows. The myconids' motives are a mystery and they are not interested in discussing it.

2: THE OOZE

The cave's walls up until this point have been dripping wet, but finally the party arrives in a dry place. It's cramped, tight, only enough room for two people to stand shoulder-to-shoulder at once, but it's dry and it's quiet and it's comfortable. The path continues on ahead for quite some distance.

Give the players the option to turn back. Make them doubt themselves and ask questions. Why is this place so dry? Is it safe to maintain a marching order? Perhaps they might want to make a Wisdom (Perception) check to search for anything suspicious.

Continuing onwards lands the party straight into the space of a **gelatinous cube** (MM 242). If they spend too much time deliberating, the gelatinous cube just bullies its way forward through them anyway.

If they trigger the first gelatinous cube, a second one approaches from behind (even though it shouldn't make sense for it to be there, considering there is nowhere it could have come from that the party didn't already pass through) and the two oozes trap the party between them.

3: THE PHASE SPIDER

The party explores a section of the cave bristling with jagged, curved stalagmites almost like grasping mandibles, and dripping wicked stalactites almost like venomous fangs.

If the party has a light source, they will be able to see the shadows of strands of webbing. The webbing can't be interacted with or seen (as it is in the ethereal plane) but it creates difficult terrain for the party anyway. Eventually each party member must succeed on a DC 14 Strength saving throw or become restrained by the ethereal webbing.

A successful DC 20 Intelligence (Arcana or Investigation) or Wisdom (Perception or Survival) check reveals the shadow of the **phase spider** (MM 334) on the wall. Though the spider can't be seen, as it is in the ethereal plane, its shadow is still cast on the wall. The spider attacks when a character is restrained in its webbing; unless noticed first, the party is surprised for the first round of initiative.

The spider can't be harmed by anyone not in the ethereal plane, but a clever player can instead attack the spider's shadow. A direct attack won't work; the player must directly state that they are attempting to strike the shadow with the shadow of their weapon or effect. The phase spider's shadow has 64 hit points. When the shadow is destroyed, the spider immediately phases out of the ethereal plane and is vulnerable to being targeted directly.

The phase spider's victims also phase back out of the ethereal plane. A few adventurers were defeated by the spider earlier and their corpses dangle, wrapped up inside of sacs of webbing, from the ceiling. One of the victims was a wizard who has conjuration spells of up to 3rd level in his spellbook (NPC 242). The rest of the victims have magic items randomly rolled from DMG table C, enough that each member of the party receives one.

4: THE DARKWOOD STALKER

Ahead, the party hears the wail of a mournful spirit. As the cave opens up to a wide open cavern, a crossroads between many different branches of the cave, a series of strange floating creatures passes through in a procession. There are 7 **darkwood stalkers** (IW 214) all in a line, moving gently up and down in a sine wave pattern as they pass.

Each one of these stalkers wears a white mask that shines of hardened keratin, tipped with the spiralling horns of a goat. A bright pink flame of spiritual energy trails behind them. Purple tendrils sprout from the flame and lash out at the walls for support.

If there are any fey creatures in or travelling with the party, randomly determine one of the rumours of the darkwood stalkers that they might know.

If the party engages with the darkwood stalkers, the stalkers ask them to participate in a game. All the party must do is describe the life they currently lead. If the darkwood stalker enjoys the story, they will attempt to kill the character and steal their face; the trick is to be as boring as possible.

5: THE GLOOM STALKER

The kuo toa colony of the Feydark (IW 59) is aware of the party's encroachment on their territory and has asked 2d4 kuo toa (IW 188) **gloom stalkers** (NPC 124) to scout the party, learn their weaknesses, and, if they sense a threat, eliminate the party.

The gloom stalkers chatter excitedly in their language when attacking the party. Anyone who can speak Kuo Toa understands that the gloom stalkers are striking in the hopes of protecting their home from intruders who might threaten the meteoric rise of their new archfey, Poppiplob. The gloom stalkers can be talked down by assurances that the party is not a threat to Poppiplob. This requires a DC 14 Charisma (Deception or Persuasion) check.

If the gloom stalkers successfully kill the party members, they bring the corpses back to the kuo toa village, feed their shadows to Poppiplob, and then resurrect them with *raise dead* through the village's archpriest, Ploupdoolp.

6: THE FOMORIAN

Deep in the Feydark there is a tower that rises from the bottom of a chasm all the way to the roof of the cave. A bridge from an outcropping leads to the front gate of the tower, which is wide open.

*Before you can summon uncertainty in your mind, you have all crossed over into the tower, as if in a daze. The sweet smell of cured meats is irresistible.

In the tower, the place is furnished with giant chairs and tables. Dead bears, cured and dried and seasoned, hang from hooks. Instead of an oven, there is a massive furnace which rumbles as magma from deep beneath the surface boils up to heat the enormous cauldron. It feels as though the party is a toy in someone's home.

As the water boils, a giant steps into the room. The giant is draped in an enormous brown cloak stitched together from the hides of one thousand cave bears. He is a **fomorian** (MM 136) of gargantuan size (201 hit points), though this is not immediately obvious. Dexterity (Stealth) checks to hide from this giant (DC 18) are made with advantage while he is occupied with his routine.

With each step in the giant's routine, the party must repeat their Stealth checks. The opportunity to escape will arise when the giant reopens the front door to his tower.

- The giant digs through his cabinets for a ladel. He produces the biggest, heaviest dipper in the multiverse that isn't in the constellations. When he slams the cabinet shut, two dozen enormous forks clatter out onto the ground.

- The giant takes a spoonful from his stew and tastes it. He spits it out on the floor. Disgusting. He tears down one of the dried hunks of bear meat and rips it apart with his bare hands. Chunks of meat rain down from the sky.
- The giant slams the shredded bear carcass into the boiling water. Water bubbles up and spills down the sides of the cauldron. Not enough. The giant sighs and heads towards the front door. He kicks it open in frustration. This is the opportunity to escape!

If the giant spots someone while they scurry around avoiding him, he immediately uses his Curse of the Evil Eye on them and everyone rolls initiative. Conflict with the fomorian can be avoided if the party promises to obtain more cave bear pelts for him.

There is a **cave bear** (MM 334) family of four (the two parents are cave bears and the two children use the **black bear** statistics) close to the tower, holed up in fear of the fomorian. They are discoverable with a DC 10 Wisdom (Survival) check; on a failed check, the fomorian comes along with the party and shows them where the hole is (it's too big for him to fit through).

If the party can communicate with beasts, the cave bears ask the party to save them by slaying the fomorian.

FEYDARK BONUS ENCOUNTERS

7: THE SORROWSWORN

On the edge of a perilous pass, where one misstep would send someone hurtling down into an endless pit of oblivion, the party is overcome with one of the following emotions.

Discuss with your party which emotion best represents how their characters might be currently feeling.

- **Angry.** Perhaps the frustrations of the lack of reliability of the Feywild and its denizens is beginning to affect the party. Perhaps every attempt they have made to further their goals has backfired in some way.
- **Hungry.** This can be a literal hunger for food, or a metaphorical hunger, like ambition or hope.
- **Lonely.** There is someone in a party member's life that they miss very dearly, or perhaps they do not yet feel connected to the others in their party.
- **Lost.** The Feywild is a confusing place to navigate. There is no sense of direction, no sense of continuity. The Feydark is even worse.
- **Wretched.** There is no comfort out here in the dank, dark caves of the Feydark. The Feywild as a whole provides no comforts either, for you can hardly trust the ground you sleep on. And Endercoast, once a place of stability, is slowly but surely falling to chaos as well.

Depending on the party's collectively agreed-upon answer, the party is soon confronted by the **sorrowsworn** (MTF 231-233) that represents that emotion. You can roleplay the sorrowsworn as though they were cursed by Dearest Gran (IW 232), or you can play them straight.

There are either 2 angry, 2 hungry, 2 lonely, 3 lost, or 14 wretched sorrowsworn. The angry and hungry sorrowsworn have half hit points.

The sorrowsworn are hostile to the party (or rather, their desperate attempts to overcome their emotions can be read as hostile). To defeat the sorrowsworn, the party can either fight them directly or attempt to empathise with their suffering and overcome those emotions themselves to show that it can be done.

8: THE SPIRIT TROLL

A large straw hut is crammed in what little available space there is in a tight cavern the party passes through. Between the cracks in the straw walls, a dim blue light flickers.

In the hut is a **spirit troll** (MTF 244) meditating in mid-air. It has six arms, each disembodied and floating in circles around it. Its eight legs are curled up underneath it like a spider in rigor mortis. Its eyes are closed, lost in thought.

The spirit troll, named Azure Azuul, is friendly to the party and can offer them a trade of "wisdom". State one fact or piece of advice useful to the spirit troll, and it will tell the party how to reach a specific area of the Feywild as long as they meditate with the troll.

9: THE MEAZEL

The **meazel** (MTF 214) is a solitary spy employed by a powerful fey to sabotage the party. This meazel has some changes that make her more difficult to deal with than the meazels from Mordenkainen's Tome of Foes.

- She has expertise in Stealth (+7).
- She can use her shadow teleport once per turn as a bonus action.
- Her shadow teleport recharges every round, rather than on a roll of 5-6.
- The curse inflicted by her shadow teleport makes it difficult to hide from fey creatures, instead of undead and Shadowfell creatures.
- The curse inflicted by her shadow teleport lasts until she dies or it is removed with *remove curse*.

The meazel's strategy is to provoke and harass the party. She'll gather information on them for a while, and now and then, she will choose a party member, ambush them, garrote them, and teleport them far away from the others. She usually won't stick around to kill them, as it's more important to inflict her curse and get out of there.

Once the meazel has the party in her sights, he won't leave them alone until she is killed or disabled.

The meazel might serve one of the following masters.

Lord Cals. The meazel is in service to the Litter and the Peat and was once part of the progenitor race before her body and mind were twisted into the horrible little creature she is now.

Cirrus the Jester. The meazel wears a mask similar to Cirrus' and is particularly acrobatic in her approach.

Dailili. The meazel is a plant creature instead of a humanoid, using her innate vines as the string for her garrote. She is nothing but an extension of the will of Dailili.

Tettlebug Moonflower. The meazel is an adoring fan of Tettlebug and weaves a garrote of harnessed lightning.

Dearest Gran. Once human, the meazel was twisted into her mutant form as punishment for her egotistical personality as a local celebrity (a position she achieved only through Dearest Gran's help in the first place). Now she must hide herself in the shadows, as far from the limelight as she could possibly be.

The Prowler. Having fallen into the Feywild through a crack in the Shadowfell, the only denizen of this place that took pity on the wretched meazel was the Prowler, who saw how she had been abandoned by her home. He uses her as a spy against the party in the hopes that she will effect confusion and terror, leading them inevitably to The Unknown where the Prowler awaits.

10: THE NIGHTWALKER

A trail of devastation. Elves, kuo toa, faeries, giant spiders, and travellers, all dead, all locked eternally in a frozen scream. Their final resting place is the floor of an enormous mine, long abandoned. Towering pillars hold up the Feywild high above. This place is desolate, and there is something dark and evil that wanders.

That dark and evil presence is the **nightwalker** (MTF 216), and it has sensed the party's presence. Good luck.

WOODS ENCOUNTERS

1: THE SEA HAG

Waves crash against a beach of fine white sand upon which many seashells shine in the sunlight. Closer inspection of the seashells reveals them all to actually be teeth. Human teeth, orc teeth, bear teeth, shark teeth. Two teeth, three teeth, red teeth, blue teeth.

From the shallows emerges a bronze-skinned muscular human man dressed only in a dozen layers of seaweed and driftwood. His long hair blows dramatically in the breeze.

The Sea Man, as he calls himself, offers to assist the party by giving them instructions on where they should be going next (and exactly what emotional state they would need to get there).

He only needs one thing in return: a tooth, ripped from the jaw of a friend, to add to his collection.

He can be deceived with a successful DC 14 Charisma (Deception) check and the use of magic (such as *silent image*) or with another party member assisting with a DC 10 Dexterity (Sleight of Hand) check. Or the party can just rip out each others' teeth if they want.

Upon seeing the tooth ripped out, the Sea Man, overcome with desire, lunges for the tooth and his disguise falters somewhat. A sharp observer will notice that his eyes bulge out and become glassy like a fish, and his ordinarily gloriously bronze skin flickers into a nausea-inducing shade of greenish-yellow. His illusion quickly reconstitutes itself. He is of course a **sea hag** (MM 179) in disguise. Anyone who wishes to examine his illusion more carefully becomes subject to the hag's Death Glare ability, although this is an automatic effect rather than an intentional one on the part of the hag.

2: THE FEYSWORN

An emissary of the court of the one of the four archfey of the adventure approaches the party, representing her court. She is an eladrin (IW 188) **feysworn** (NPC 111) paladin dressed in the finest mithril armor. She has a proud, haughty voice that betrays her many years of age.

If the party has been acting in such a way that is congruent with the will of the Feywild and the desires of the archfey of the region, the feysworn may come to the party with an invitation to the court of her archfey. She can take them there without much trouble.

If the party has been acting incongruently with the Feywild or has drawn the ire of an archfey, the feysworn may instead be here to challenge one or more of the party members to single combat in an attempt to prove herself to her archfey.

3: THE AWAKENED CREEPER

As the party travels through the woods, they come across an overgrown, swampy region. Unless the party can all fly, they must travel through the difficult terrain of the swamp, pushing past creeping vines that choke the soil and the mud and steal all the water and sunlight for themselves, killing off all other plant life. A party member with an affinity for plants might rightfully identify this creeping mass of vines as a pest that is detrimental to the natural state of this region.

Fighting back against the vines or attempting to clear them to make the path easier to walk will draw their ire, and they will animate and attack the party, using the statistics of an **awakened creeper** (IW 209). After reducing the creeper to 0 hit points, whatever is left of it reconstitutes into a **shambling mound** as the second and final stage of the fight.

The party can avoid this combat by refusing to fight back; if they do not harm the vines, the vines will allow them to pass.

You can link this mass of creeping vines to Dailili if you wish.

4: THE WARDEN

The party is confronted by a fire beetle centaur (IW 188) **warden** (IW 221) with 4 **fire beetle centaurs** (IW 212) as back-up. The warden, Clackety Snapper, aggressively interrogates the party on their respect for the Feywild. He asks the party the following questions.

1. "Have you gone out of your way to avoid insulting a fey creature?"
2. "Have you replanted any plants that have been harmed as a result of your travels?"
3. "Have you left all relics of the Material Plane in Endercoast where they belong?"
4. "Have you made an offering to each of the four archfey of this region?"
5. "Have you slain or banished all otherworldly monsters you've encountered?"
6. "Have you erased your footsteps?"
7. "Have you sung a song?"

If the answer to any of these questions is a "no", the warden will continue to question the party on the matter and will attack if he is unsatisfied with their explanation; they must succeed on a DC 14 Charisma (Persuasion) check to explain themselves.

The warden attacks because he feels it is his duty to cast aside any creatures in the Feywild that do not fully embrace the realm.

5: THE GARDENER

The party's path is blocked by an **awakened tree** (MM 317) lying straight across the road. It is moments from death; a corruptive purple poison courses through its bark, killing it quickly and painfully. Nothing can be done for the tree. It cannot be saved and cannot be resurrected.

A little ways up the road, the party comes across a quaint little garden next to a quaint little cottage.

In that garden, 7 **gardeners** of seven random races happily bend down and pluck weeds. Inside the cottage, there is enough space for a small kitchen, seven bunks, and a table where the gardeners play cards. None of the gardeners go by names, instead preferring to call themselves Numbers One Through Seven.

Number One addresses the party if they have any questions about the garden. She says she doesn't know anything about that tree that died in the road and expresses regret if she discovers it has died. She offers the party a brilliant red tomato, but unfortunately it is infested with aphids and is inedible. She expresses frustration and continues to work at her garden.

A DC 14 Intelligence check upon examining the garden reveals that it is all an illusion. The tomato wasn't infested with aphids, it was rotten from the core. In fact, the garden and the entire woods around the garden are dead, poisoned with a corruptive purple blight, the same blight that killed the tree.

If confronted, Number One explains that she and the other gardeners have poisoned the land to prevent Dailili from encroaching on this part of the Feywild. Just as you prevent a forest fire with controlled fires to remove the fuel, poisoning the soil in this area will prevent Dailili from using it to fuel her endless growth.

She goes on to explain that the party can restore the soil and save the rest of the trees, but to do so they will have to fight and kill all seven of the gardeners. Are they willing to kill for their beliefs? The gardeners sure are.

6: THE BLINK DOG

A **blink dog** (MM 318) entreats the party to help them rid a swampy pond of the fat, entitled **ancient toad** (IW 206). The toad has gulped up all of the water of his pond. The other animals -- a **deer** (MM 321), a **raven** (MM 335), and a **wolf** (MM 341) -- are growing thirsty. If they can get the toad king to laugh, he will release all of the water in his belly and the animals will be able to drink again from the pond.

The other animals groan at the sight of the blink dog. Seems like they don't consider him one of them. They tell him to go hang out in the ethereal plane all day so they don't have to see him anymore. But the blink dog isn't bothered by their jeers.

In this encounter, the DM takes on the role of the toad king. The party succeeds if they can get the DM to laugh.

First, the raven approaches the toad king and mimics the sound of a cackling witch, hoping the toad will join in. The party must do a funny laugh as well.

If that doesn't work, the deer approaches the toad king and does a funny dance, like its hooves are slipping on ice. The party must do a funny dance as well.

If the toad king will not laugh, the wolf approaches and tells a joke.

"I used to hate the sheen of my coat ... until it grew on me!"

The wolf howls with laughter, but the toad king doesn't budge. The party must tell a funny joke as well.

Finally, if nothing else works, the blink dog teleports up to the toad king and tickles him. The toad king suppresses a giggle. Seems like tickling him is the only thing left to do!

Once the toad king (i.e. the DM) laughs, he expels all of the water in his belly and refills the pond. The animals rejoice and they accept the blink dog as one of their own.

7: THE SATYR

At a crossroads, where two paths through the intersect (one well travelled and one less so), the party is met by a **satyr** (MM 267) seated on a stump, noodling away on an out-of-tune cittern (similar to a mandolin). The cittern shines with gold. It must be worth a fortune.

The satyr challenges one party member to a duel: a duel of music! If the party member wins, the satyr will give them his gilded cittern. The cittern is actually the Mac-Fuirmidh Cittern (DMG 176), a fabled instrument of the bards. However, if the satyr wins, he will take one of the party member's spells.

MUSIC

If you play music to set the tone of a scene, try the Devil Went Down to Georgia by the Charlie Daniels Band.

The satyr and the party member must make contested Charisma (Performance) checks. The satyr succeeds on a tie, and the rest of the party can offer bonuses to their party member, except for the Help action. Observe the existing limitations on spells like *guidance*. The first to succeed on three contests is the winner.

If the satyr loses, he stamps his feet in frustration and then hands over the cittern.

If he wins, he grins in self-satisfaction and selects a spell from the loser's spell list. This spell cannot be recovered (not even by killing the satyr) and it can't be re-learned except by a *wish*. If it is in the satyr's interest to do so, or if he thinks it will be funny, he'll immediately cast the stolen spell just to rub it in the loser's face.

8: THE BLIGHT

The **ancient owl** (IW 203) sits perched atop the branches of a gnarled, sickly oak tree that must have once been the pride of the entire forest. She eyes the party warily as they pass underneath its mottled shadow.

"Mendicants!" shrieks the owl, as big as a house and as loud as a foghorn. "Pass not so carelessly through the land I spy with my little eyes! A dark spirit is at loose, the one known as Dailili, the Tree of Infinity! This tree before you is all that stands in the way of her expansion. Turn back or be blighted like the rest!"

The ancient owl will be willing to help the party reach Dailili if they promise that their intent is to kill her. If the party has already aligned themselves with Dailili by completing one or more parts of her quest, the owl knows this and simply attacks, stating that she will rid the world of the insidious influence of the Tree of Infinity even if it's the last thing she does.

The oak tree animates itself into an **awakened oak** (IW 210) and is supported by 2d6 **vine blights** (MM 32) shaped from its roots.

Dailili might join this fight. The party might side with the ancient owl and stand guard here for Dailili's attack. The party might side with Dailili and have her support in attacking the owl. Or Dailili might coincidentally be passing through and launch her attack on the oak tree independently of the party. Dailili sends 2d6 **needle blights** (MM 32) and either a **flamefighter** (TPN 27) or 2 **growth druids** (IW 218) with *burning hands* in their spell list.

9: THE MOSSY HILL OGRE

The party crests to the top of a hill so tall that it takes them above the treetops and allows them to view the majesty of the Feywild. The horizon seems to go on forever. There is no end in sight.

You are filled with awe as you realize that all that you have experienced thus far in your adventure is but a fraction of a fraction of a fraction of what the Feywild has to offer. You could wander this place for ten thousand years and not even begin to breach the surface of even its most superficial secrets. Your awe morphs slowly but steadily into dread.

As the party reflects on their journey so far and the impossibility of fully exploring and embracing the Feywild, the hill shifts underneath them.

It's a **mossy hill ogre** (IW 215)! The ogre demands to know what gives them the right to just go crawling around on someone's back. If they tease the ogre, he bursts into tears and, mortified at his own display of weakness, attacks them.

What the ogre really wants is someone to burn away all this moss and grass and bush that's grown on his back so he can sleep in peace without people crawling all over him, mistaking him for hills and whatnot. He can offer only gratitude.

10: THE OWLBEAR

Two owlbear cubs (use the **black bear** statblocks) wander across the party's path, hooting in distress. They need help.

If the party interacts with the cubs in any way, their mother and father, two **owlbears**, come crashing out of the brush and attack.

The party can communicate with the owlbears in the same way they would be able to communicate with any beast, even though the owlbears are technically monstrosities. The owlbears tell the party that a hunter is nearby, and the hunter has their third cub.

A DC 10 Wisdom (Survival) check locates the hunter. There are actually 3 human **monster hunters** (NPC 128) who do not realize they are in the Feywild; they arrived here by accident while tracking the owlbear parents, who had eaten their beloved dog. They are holding the cub hostage in the hopes that the parents will attack, at which point their traps will spring.

The party might set off the trap; any party member with a passive Perception of 14 or higher will notice a massive mithril cage hanging from the trees, connected to a tripwire. If someone is caught under the trap when it activates, they can dive out of the way with a successful DC 14 Dexterity saving throw.

The trap has an AC of 20 and 100 hit points, and it is enchanted with glyphs of teleportation that the monster hunters intend to use to transport the owlbears. These glyphs will not work in the Feywild.

11: THE WITCH

Knives rain from the sky, dealing 1d4 piercing damage per round. The party races to find cover. The only cover is under the canopy of the porch of a little cottage in the woods.

A young human woman pokes her head out the door. She has a long nose with a big wart on the end, and she wears a big black pointed hat. "Oh! Hello! There are knives raining from the sky. Would you like to come in for some tea?"

Like most witches, Yenneh can offer quite a lot to the party, and can even offer many of the things that Dearest Gran can (IW 232). Most importantly, on the shelves of her cottage, she displays the following minor magical items, each of which with its own strange price.

YENNEH'S COLLECTION

Item	Price
An ochrejelly (MM 243) encased in a glass jar	14 days of wellness
A set of earrings, maple leaves pressed with silver	500 sp, and the silver pieces must have been stolen
A snorkel	3 minutes breathless (either a DC 20 Constitution check, or the player themselves must hold their breath for 1 minute and 30 seconds)
A brass key that can magically transform into a +1 maul (DMG 213) and back as a bonus action	A lock that protects nothing
An archfey's memory (Lord Cals witnesses the death of a god -- forgotten, worn out -- and smiles)	A terrible secret
A helmet with space for a creature to store their antlers	A week's worth of toenail clippings
A little cocoon with a softly pulsating blue heart beating within	An epiphany
A wooden figurine of a paladin that points towards evil creatures nearby	A confession of a bad deed
A timepiece that's just a little bit too fast; watching it fills you with dread	The comfort of ignorance of your mortality

YENNEH'S COLLECTION (CONT'D)

Item	Price
A music box that plays your theme song whenever you roll initiative	A song written for Yenneh
A three-pronged clockwork device that spins endlessly on its central axis	The respect of youths
A half-mask, intended to cover only the mouth and nose, that prevents the poisoned condition	A treasured friend
A massive thorn on the end of a stalk; the stalk is dotted with tiny roses	14 droplets of blood from 14 donors
An empty spellbook, which actually reveals invisible ink when heated; it's a transmuter's 7th-level spellbook (NPC 243)	Your 2 favourite spells

12: THE ARCHFEY

The party stumbles across the court of one of the four archfey of this region of the Feywild. You can determine which archfey's court they stumble into, or you can roll on the following table.

RANDOM ARCHFEY COURT

d4	Court	Archfey	Page
1	The Litter and the Peat	Lord Cals	IW 107
2	The Court of Jest	Cirrus the Jester	IW 117
3	The Tree of Infinity	Dailili	IW 125
4	Dewdrops	Tettlebug Moonflower	IW 131

WOODS BONUS ENCOUNTERS

13: THE BOGGLE

While the party is at camp, and they are presumed to be asleep, a miniature portal opens up close to a party member's gear. A little grey hand reaches through the portal and grabs one important item it can carry, yanking it through the portal just before it closes.

The boggle rolls a Dexterity (Sleight of Hand) check; any party member with a passive Perception that meets or exceeds the result of this check (or exceeds it by 5 or more if they're asleep at the time) notices the thievery.

A group of 7 **boggles** (VGM 128) steals from the party like this for as long as they aren't caught. Tracking down where the miniature portals lead requires a DC 14 Intelligence or Wisdom (Arcana or Survival) check. Only faerie characters are small enough to go through the portal directly.

The boggles have made a nest, like a bird's nest, where they store all the party's stolen goods. There is also a whole lot of other meaningless trinkets they've stolen from other adventurers. To determine other interesting things in the boggle's nest, roll three times on the trinket table (PHB 160) and twice on Magic Item Table A (DMG 144). The rest is useless junk.

14: THE GRUNG

As the party stops at a river to refill their waterskins, they are ambushed by a pack of grungs who are desperate for water themselves and don't seem to understand that the river can be shared. Anyone who speaks Sylvan can communicate with the grungs and convince them to wait their turn at the river with a successful DC 14 Charisma (Persuasion) check.

Any party member with a passive Perception lower than 14 is surprised by the ambush, which consists of 2d6 **grungs** (VGM 156), 1d6 **grung wildlings** (VGM 157), and 1d4 **grung elite warriors** (VGM 157).

Each grung will die if it does not immerse itself in water within 1 minute of ambushing the party.

15: THE VEGEPYGMY

The party comes across an abandoned hut in the wood. All of the walls are made of wood, but they are blackened and rotted at the bottom. Still, it offers a place of much-needed comfort if the party requires a short rest.

Inside the hut, the party finds black scorch marks on the walls in the shape of what appear to be humanoids. These black scorch marks merge seamlessly with the black rot crawling up from the floorboards onto the walls.

Any reasonable party would attempt to leave at this point, but when they open the door to leave, they find that they are in an enormous abandoned mansion with no windows and no doors. That black rot has crept its way up the magnificent stairway. Paintings on the walls have peeled away from their frames to reveal even more of the rot underneath.

At this point, assign each player the statblock of a human **commoner** (MM 345) and randomly assign them the following characters to roleplay. If you have fewer than 5 players, remove children as you see fit. If you have more than 5 players, add some loyal dogs.

Heather Bansen. The children's babysitter, 16 years old. She was asked to take care of the children for a week, an unusual request for someone so young, but she couldn't refuse the money and she agreed. It has now been two weeks, the parents have not come home, and all of the doors and windows of the house have disappeared. Her anxiety is through the roof and she is barely keeping it together.

Sarah Nobult. The eldest child, 13 years old. She considers herself the head of the family now that mother and father have gone away and not come back. She orders her siblings around and doesn't like to be ordered around herself.

Pattie Nobult. One of the middle twins, 11 years old. She has always been afraid of ghosts in this house that is much too big and believes wholeheartedly in the supernatural. She knows that mother and father are dead, but maybe she can still speak with them if she wishes hard enough.

Rickie Nobult. One of the middle twins, 11 years old. He carries a stick with him and pretends it is the sword his father gave to him to defend the house. He is fiercely protective of the other children.

Nora Nobult. The youngest child, 7 years old. She has terrible allergies and has spent all of her life coddled by her overprotective mother due to her small size. Now that her mother is gone, she feels lost and doesn't think she can rely on her siblings for help.

These characters are trapped in the mansion while the black rot grows steadily higher and higher up the walls each day. Have the party roleplay the following scenes together.

- They are down to their last meal from the pantry. There is enough bread to feed all but one of them. Who goes without?
- The youngest of the group has fallen down the stairs and broken an arm. The only things in the house that could be used as bandages are the sheets from their beds, but their sheets have gone black with rot.
- A door has appeared to the basement. This house does not have a basement. Everyone can hear something walking up those steps to the door.

Play up the tension of that last scene by adding in knocks of more and more frequent intensity, until finally either one of the characters throws open the door just to see what's on the other side or you decide that it's time for that door to open on its own, and --

The player's original characters walk through that basement door and into the main hall, where they see nothing here but dust and black rot.

If they turn around, that basement door remains, and from the depths of the basement, something crawls up the stairs.

The party is attacked by vegepygmies. There is 1 **vegepygmy** (VGM 196) per child in the flashback. One has an arm that bends the wrong way. The babysitter becomes a **vegepygmy chief** (VGM 197). Any dogs become **thornies** (VGM 197).

The party can avoid killing the vegepygmies by showing compassion and comfort to the horrible little monsters. They can offer them food to sate their gnawing hunger, They can fix the broken arm. They can pretend to be the vegepygmies' parents with a successful DC 20 Charisma (Deception) check, though a failed check ensures that the vegepygmies will remain hostile until they die.

Killing the vegepygmies does not release the party from the rotting mansion. To do so, they must go down deep into the basement, which is just a tunnel carved through wet dirt leading to a dark, windowless room. In that room, there are 2 **shriekers** (MM 138), which used to be the parents, and a **violet fungus** (MM 138), the source of the black rot. Killing the violet fungus does not destroy the rot, but does reveal all the doors and windows that were hidden, allowing the party to escape.

16: THE MEENLOCK

The horrible **meenlocks** (VGM 170) are agents of one of the four archfey of the region, whichever may hold the deepest grudge against the party. There are 4 meenlocks in the enemy group.

The meenlocks torment the party slowly over time, starting by taunting them afar with feelings of paranoia and panic, resisted with a DC 11 Wisdom saving throw.

For any unresisted characters, the meenlocks will invade their dreams by combining their powers into a casting of the spell *dream* (save DC 11), even if the party has made it back to Endercoast. Finally, any party member with at least 3 levels of exhaustion thanks to *dream* becomes the meenlock's target; they will ambush the party whenever the opportunity arises, making Dexterity (Stealth) checks to beat the party's passive Perception, and paralyze the most exhausted member of the party. They'll then haul them off to a hole in the ground, block off the hole with a boulder, and begin undergoing a ritual to transform that party member into another meenlock. The meenlocks can be tracked with a successful DC 11 Wisdom (Survival) check.

17: THE REDCAP

"Blood! Blood to wet our caps to! Blood for our witch! Blood for our caps!"

The party is ambushed by 2d6 murderous **redcaps** (VGM 188) led by an evil eladrin (188) **witch** (IW 223) who wishes to absorb the powers of the adventurers for herself. She cackles in Elvish how she will slay the redcaps and wear their caps to steal their blood once they are done with the party; any party member who speaks both Elvish and Sylvan can turn the redcaps against their master with a successful DC 14 Charisma (Persuasion) check.

18: THE BARD

Birds scatter. Mirrors shatter. Ears bleed. Easily the worst singing you have ever heard in your entire life. It's not just off-key -- the singer's key doesn't even fit the lock.

When the party investigates the source of the singing, they come across a bullywug (IW 188) **bard** (VGM 211) sitting upon a toadstool. Seems she was expecting birds to alight upon her shoulders like a fairy tale princess, but the only things still in the clearing with her are the flowers, and the flowers are beginning to wilt from the sound of her voice.

No matter what the party does, no matter how hard they try to be nice, their actions will inevitably cause an accident that hurts this bard quite badly. If you can't think of a way that the party's actions will harm this bard, you can just have them startle her off the toadstool where she smacks her head on a rock (perhaps a rock placed maliciously by the flowers). This knocks her unconscious.

When she awakens 1d4 hours later, she is beaming ear to ear. She speaks in either Sylvan or Bullywug.

"My voice! My voice! The accident has turned my singing voice from GREAT to MARVELLOUS! I can't thank you enough! Please, take this token of my appreciation!"

She gives the party a random magic item rolled from the Magic Item Table C (DMG 145). Then she continues to sing, and it's even worse than before, inflicting everyone 1 psychic damage for each minute they listen.

As the party continues their quest, she will occasionally pop up now and then to serenade them. If the party can endure five minutes of her singing (and 5 points of psychic damage each), she will grant them another randomly determined magic item from Magic Item Table C (DMG 145).

19: THE YETH HOUND

A goblin (IW 189) **war priest** (VGM 218), known only as Maglubiyet's Thumbnail, commands 3 **yeth hounds** (VGM 201) named Fisher, Whipper, and Prancer. Maglubiyet's Thumbnail has travelled to the Feywild in search of goblins who have escaped their service to Maglubiyet; goblins killed by him or his yeth hounds forfeit their souls and are enslaved in Maglubiyet's army forever.

If there are any goblins in the party, the yeth hounds have sniffed them out and Maglubiyet's Thumbnail focuses all of his attention on them, hardly bothering with the rest of the party at all. He has a bag of holding on person in this case, which the party can loot off his corpse or steal from him.

Otherwise, the party encounters four **goblins** (MM 166) who beg the party to save them. If they can't escape, they have a bag of holding which they'll hop into one by one and hold their breaths. The party has 1 minute to ward off the war priest and his hounds. Once saved, the goblins give the party the bag of holding.

20: THE KORRED

The party travels across rocky terrain by the coast of the Sea of Vines.

Far below you down the cliff, tendrils lick at the eroded rocks. In the distance, you spot the tell-tale luminescent dome of the Shimmer surrounding the city of Endercoast. It is a comfort that the city has not yet been fully absorbed into the Feywild. The city maintains a beacon of order against the tides of chaos.

Much of the surrounding area seems to have been broken away. Seems like the Union of Small Business Owners has been sending miners to break down Feywild earth, perhaps in the hopes of harnessing its latent magical power, or perhaps because the miners were complaining about a lack of meaningful work to do.

As the party comes across one of the mining sites, where great swathes of land have been burrowed away and cast into the Sea of Vines, they are suddenly ambushed by 2 **korreds** (VGM 168) who'd melded into the rocky terrain.

The korreds surprise the party. During the surprise round, one korred attempts to restrain the most dangerous party member with his hair while his partner summons forth from the stone her **earth elemental** (MM 124) companion.

The korreds can be talked down by explaining that the party isn't part of the mining expedition from Endercoast. The korreds release the party only on the condition that they speak to whoever is responsible and put a stop to it.

THE SHOW MUST GO ON

Some people just don't know what to do with themselves without gainful employment. At least I know who I would be without this shop. I would be free, even if freedom can be a frightening prospect.

In Endercoast, the party can speak to Turph Musheen, who was the deciding vote in the authorisation of the mining expedition. He has the following reasons for conducting his operations; the party must provide a suitable counterpoint for each of them and then succeed on a DC 14 Charisma (Persuasion) check to stop the mining.

- The miners have no source of income if they're not completing this work. They're desperate. They're on the verge of revolt. They need this.
- The earth of the Feywild contains magical properties that can help secure safety and prosperity for Endercoast.
- The pushback of the fey is expected and inevitable no matter what the city does; it makes more sense to offer protection than to try to avoid insulting one fey creature or another. The party should know more than most the impossibility of maintaining a neutral relationship with creatures so quick to offense.

If the party is unsuccessful in reasoning with Turph Musheen, the korreds end up killing a miner a week or two later, which causes Turph Musheen to employ 4 **monster hunters** that successfully slay the korreds.

CREATURES

CREATURE LIST

Included here is a list of appropriate creatures to use in the Feywild, sorted alphabetically by sourcebook. This is not an exhaustive list.

MONSTER MANUAL

Awakened Shrub (MM 317)
Awakened Tree (MM 317)
Badger (MM 318)
Banshee (MM 23)
Black Bear (MM 318)
Blink dog (MM 318)
Boar (MM 319)
Brown Bear (MM 319)
Bugbear (MM 33)
Bugbear Chief (MM 33)
Bullywug (MM 35)
Cave Bear (MM 334)
Centaur (MM 38)
Deer (MM 321)
Dire Wolf (MM 321)
Displacer Beast (MM 81)
Doppelganger (MM 82)
Druid (MM 346)
Dryad (MM 121)
Earth Elemental (MM 124)
Elk (MM 322)
Ettercap (MM 131)
Ettin (MM 132)
Faerie Dragon (MM 133)
Fomorian (MM 136)
Frog (MM 322)
Ghost (MM 147)
Giant Badger (MM 323)
Giant Boar (MM 323)
Giant Elk (MM 325)
Giant Fire Beetle (MM 325)
Giant Frog (MM 325)
Giant Owl (MM 327)
Giant Poisonous Snake (MM 327)
Giant Rat (MM 327)
Giant Spider (MM 328)
Giant Toad (MM 329)
Giant Wolf Spider (MM 330)
Goblin (MM 166)
Goblin Boss (MM 166)
Green Hag (MM 177)
Guardian Naga (MM 234)
Harpy (MM 181)
Hawk (MM 330)
Kenku (MM 194)
Kuo-Toa (MM 199)
Lizard King/Queen (MM 205)
Lizardfolk (MM 204)
Lizardfolk Shaman (MM 205)

Needle Blight (MM 32)
Nothic (MM 236)
Oni (MM 239)
Owl (MM 333)
Owlbear (MM 249)
Pixie (MM 253)
Poisonous Snake (MM 334)
Rat (MM 335)
Raven (MM 337)
Roc (MM 260)
Satyr (MM 267)
Scout (MM 349)
Sea Hag (MM 179)
Shambling Mound (MM 270)
Spider (MM 337)
Spirit Naga (MM 234)
Sprite (MM 283)
Swarm of Bats (MM 337)
Swarm of Insects (MM 338)
Swarm of Poisonous Snakes (MM 338)
Swarm of Rats (MM 339)
Swarm of Ravens (MM 339)
Treant (MM 289)
Tribal Warrior (MM 350)
Troll (MM 291)
Twig Blight (MM 32)
Unicorn (MM 294)
Vine Blight (MM 32)
Will-o-wisp (MM 301)
Wolf (MM 341)
Worg (MM 341)

INTO WONDERLAND

Ancient Bear (IW 200)
Ancient Boar (IW 201)
Ancient Elk (IW 202)
Ancient Owl (IW 203)
Ancient Raven (IW 204)
Ancient Spider (IW 205)
Ancient Toad (IW 206)
Ancient Wolf (IW 207)
Awakened Creeper (IW 209)
Awakened Oak (IW 210)
Awakened Trapper (IW 211)
Centaur, Fire Beetle (IW 212)
Centaur, Shambling Mound (IW 212)
Centaur, Unicorn (IW 213)
Centaur, Wolf Spider (IW 213)
Cirrus the Jester (IW 193)
Dailili (IW 196)
Darkwood Stalker (IW 214)
Dearest Gran (IW 232)
Gardener (IW 217)
Giant Tortoise (IW 215)
Growth Druid (IW 218)
Lord Cals (IW 190)
Mercury Berserker (IW 220)

Mossy Hill Ogre (IW 215)
Poppiplob (IW 236)
Stormcloud Mephit (IW 216)
Survivalist (IW 220)
Tettlebug Moonflower (IW 198)
The Prowler (IW 238)
Time Vulture (IW 216)
Warden (IW 221)
Warlock of Cirrus (IW 229)
Warlock of Dailili (IW 230)
Warlock of Lord Cals (IW 228)
Warlock of Tettlebug (IW 231)
Witch (IW 223)

OUTCLASSED: THE NPC STATBLOCK COMPENDIUM

Arch Shepherd (NPC 68)
Archdruid Coven Leader (NPC 65)
Beast Tamer (NPC 192)
Beastmaster (NPC 123)
Bladesingers (NPC 175)
Cultist of the Archfey (NPC 208)
Dream Guardian (NPC 69)
Eco-Terrorist (NPC 217)
Elite Elven Archer (NPC 86)
Feysworn (NPC 111)
Glamour Bard (NPC 36)
Herbalist (NPC 125)
Hunter (NPC 127)
Liminal Druid (NPC 71)
Nature Priest (NPC 58)
Night Priest (NPC 59)
Primeval Guardian (NPC 130)
Spirit Totem Barbarians (NPC 28)
Wild Guardian (NPC 121)
Witch Doctor (NPC 232)

VOLO'S GUIDE TO MONSTERS

Annis Hag (VGM 159)
Archdruid (VGM 210)
Archer (VGM 210)
Banderhobb (VGM 122)
Bard (VGM 211)
Bheur Hag (VGM 160)
Boggle (VGM 128)
Darkling (VGM 134)
Darkling Elder (VGM 134)
Firenewt Warlock of Imix (VGM 143)
Firenewt Warrior (VGM 142)
Grung (VGM 156)
Grung Elite Warrior (VGM 157)
Grung Wildling (VGM 157)
Ki-rin (VGM 163)
Korred (VGM 168)
Meenlock (VGM 170)
Nilbog (VGM 182)
Quickling (VGM 187)

Redcap (VGM 188)
Thorny (VGM 197)
Vegepygmy (VGM 196)
Vegepygmy Chief (VGM 197)
Warlock of the Archfey (VGM 219)
Wood Woad (VGM 198)
Xvart (VGM 200)
Xvart Warlock of Raxivort (VGM 200)
Yeth Hound (VGM 201)

MORDENKAINEN'S TOME OF FOES

Autumn Eladrin (MTF 195)
Corpse Flower (MTF 127)
Meazel (MTF 214)
Nagpa (MTF 215)
Spring Eladrin (MTF 196)
Summer Eladrin (MTF 196)
Turtle (MTF 242)
Turtle Druid (MTF 242)
Winter Eladrin (MTF 197)

OUTCLASSED EXPANSION: TASHA'S PANOPTICON OF NEMESSES

Bestial Berserker (TPN 17)
Fey Wanderer (TPN 37)
Starmapper (TPN 26)
The Swarm (TPN 38)
Twilight Priest (TPN 24)
Watcher Knight (TPN 35)
Wild Magic Berserker (TPN 16)

BIG DANGEROUS CREATURES

The following monsters and NPCs are candidates to attack Endercoast and wreak havoc in the city streets if the city has not yet secured the basic need of safety. Many of these creatures can go toe-to-toe with a party of adventurers on their own, but you may want to give a partner to some of the weaker foes like owlbears and ettins.

Archdruid (VGM 210)
Corpse Flower (MTF 127)
Earth Elemental (MM 124)
Ettin (MM 132)
Feysworn (NPC 111)
Fomorian (MM 136)
Korred (VGM 168)
Liminal Druid (NPC 71)
Mossy Hill Ogre (IW 204)
Owlbear (MM 249)
Primeval Guardian (NPC 130)
Roc (MM 260)
Shambling Mound (MM 270)
Spirit Naga (MM 234)
The Swarm (TPN 38)
Treant (MM 289)
Troll (MM 291)
Wild Guardian (NPC 121)

QUICK RACES

Many NPCs have the creature type "humanoid (any race)" or "humanoid or fey (any race)". Give these creatures a race from the Quick Racial Feature Application Guide table below (they can be fey even if it doesn't say they can on their statblock). This will massively speed up applying a race to your NPCs. When you do so, take into account the following suggestions.

- Don't bother adjusting the challenge rating.
- Don't bother changing the hit points or hit dice or whatever.
- Only change their base movement speed if they start at 30 ft. Add swimming, flying, and climbing as guided.
- If there's no spell save DC, provide a save DC of 10 for easy enemies, 15 for hard enemies, and 20 for boss monsters.
- If there's no attack bonus or spell attack bonus, provide +3 for easy enemies, +6 for hard enemies, and +9 for boss monsters.
- It should be fairly evident which language they speak; use the language list if you're unsure (IW 90).
- Give them Darkvision up to 60 feet if it makes sense for their race and environment, otherwise don't bother.

You can randomly determine an NPC's race by rolling 1d20. If you do so, embrace incongruent results. That's the Feywild for you.

QUICK RACIAL FEATURE APPLICATION GUIDE

d20	Race	Features	Roleplaying
1	Bullywug (MM 35, IW 68)	Swim 40 ft.; Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.	Croaky.
2	Centaur (IW 69)	Fey; 40 ft. movement; Charge. If the centaur moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, it adds 1d4 bludgeoning damage. 1d4 subrace. 1: Fire Beetle: Can cast <i>light</i> at will. 2: Shambling Mound: lightning resistance; grapples targets it hits. 3: Unicorn: 45 ft. movement; can cast <i>spare the dying</i> at will. 4: Wolf Spider: Climb 40 ft.	Freedom.
3	Doppelganger or Changeling (MM 82, IW 69)	Shapechanger. The doppelganger can polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.	Duplicitous.
4	Dragonborn (PHB 32)	Use an appropriate dragon breath (30 ft. line or cone, 2d6 damage); give it an appropriate damage resistance.	Proud.
5	Dryad (MM 121, IW 70)	Fey; can cast <i>druidcraft</i> and <i>shillelagh</i> at will, and <i>entangle</i> and <i>barkskin</i> 1/day each; Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.	Earthy.
6	Dwarf (PHB 18)	25 ft. movement; poison resistance; Dwarven Resilience. The dwarf has advantage on saving throws against being poisoned.	Gruff.
7	Elf (PHB 21, MM 128, MTF 35)	Fey Ancestry. The elf has advantage on saving throws to resist being charmed, and magic can't put it to sleep. 1d4 subrace. 1: High: Can cast one wizard cantrip at will, usually <i>message</i> , <i>prestidigitation</i> , or <i>fire bolt</i> . 2: Wood: 35 ft. movement. 3: Drow: Can cast <i>dancing lights</i> at will and <i>faerie fire</i> and <i>darkness</i> 1/day. 4: Eladrin: Fey; can cast <i>misty step</i> 3/day.	Aloof.

QUICK RACIAL FEATURE APPLICATION GUIDE (CONT'D)

d20	Race	Features	Roleplaying
8	Faerie (MM 253, 283, VGM 187, IW 70)	Fey; Tiny; fly 30 ft.; can cast <i>druidcraft</i> at will and <i>sleep</i> and <i>invisibility</i> _{1/day} each. 1d8 subrace. 1: Quickling : 60 ft. movement; Blurred Movement . Creatures have disadvantage on attacks of opportunity against the quickling. 2-5: Pixie : Can cast <i>dancing lights</i> at will and <i>invisibility</i> _{2/day} . 6-8: Sprite : Heart Sight . The sprite touches a creature, which must succeed on a Wisdom save or reveal its alignment and emotional state.	Tricky.
9	Firbolg (VGM 106)	Can cast <i>speak with animals</i> at will and <i>detect magic</i> , <i>disguise self</i> , <i>invisibility</i> , and <i>speak with plants</i> _{3/day} .	Serene.
10	Gnome (PHB 35)	Small; 25 ft. movement; Gnome Cunning . The gnome has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic. 1d4 subrace. 1-2: Rock : Has a construct as a companion. I recommend a monodrone (MM 224). 3-4: Forest : Can cast <i>minor illusion</i> and <i>speak with animals</i> at will.	Twinkly.
11	Goblin (MM 166, VGM 119)	Small; Nimble Escape . The goblin can take the Disengage or Hide action as a bonus action on each of its turns.	Cowardly.
12	Half-Elf (PHB 38)	Fey Ancestry . The half-elf has advantage on saving throws against being charmed, and magic can't put it to sleep.	Narcissistic.
13	Halfling (PHB 26)	Small; 25 ft. movement; Lucky . When the halfling rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die. It must use the new result. 1d4 subrace. 1-2: Lightfoot . Can take the Hide action when obscured by a larger creature. 3-4: Stout . Poison resistance; advantage on saving throws against being poisoned.	Cheerful.
14	Half-Orc (PHB 40)	Relentless Endurance (1/Day) . When the half-orc is reduced to 0 hit points and not killed outright, it can choose to drop to 1 hit point instead.	Frustrated.
15	Human (PHB 29)	--	Dangerous.
16	Kenku (MM 194, VGM 109)	Mimicry . The kenku can mimic sounds it has heard, including voices. A creature that hears the sounds it makes can tell they are imitations with a successful Wisdom (Insight) check (DC kenku's Charisma).	Echoing.
17	Kuo-Toa (MM 199, IW 72)	Otherworldly Perception . The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.	Psychotic.
18	Lizardfolk (MM 204, VGM 111)	Swim 30 ft.	Literal.
19	Satyr (MM 267, IW 72)	Fey; Magic Resistance . The satyr has advantage on saving throws against spells and magical effects.	Musical.
20	Tiefling (PHB 42)	Fire resistance; can cast <i>thaumaturgy</i> at will and <i>darkness</i> and <i>hellish rebuke</i> _{1/day} each.	Shifty.

If you're looking to apply a fey race, such as for the spells *conjure woodland beings* or *conjure fey*, the following races are fey.

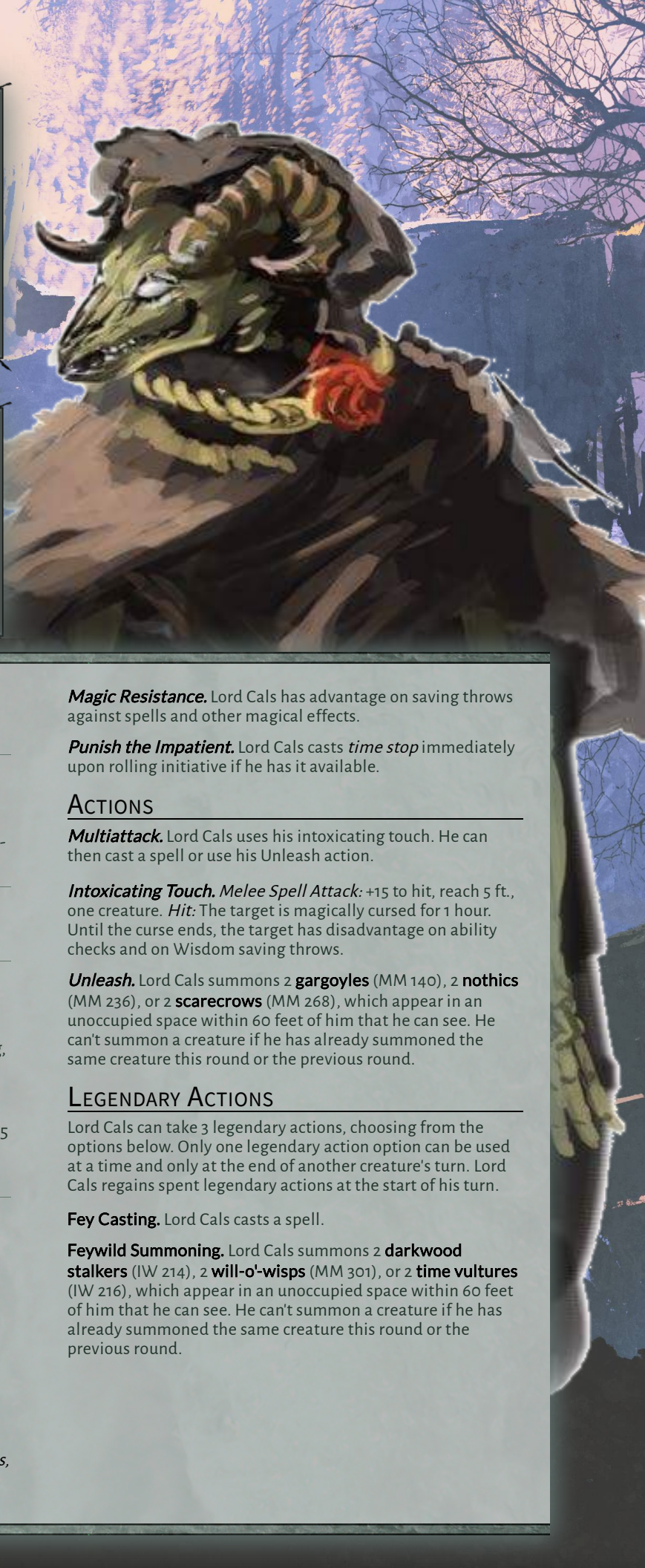
- Centaur (fire beetle, shambling mound, unicorn, wolf spider)
- Dryad
- Elf (eladrin)
- Faerie (quickling, pixie, sprite)
- Satyr

ARCHFEY

The four archfey featured in this adventure have statblocks in this section because they are ultimately meant to be defeated. For other archfey of the Feywild, you can forgo a statblock if it is not intended for the party to fight them. Otherwise, you can pick a pre-existing statblock to represent that archfey (IW 49).

LEGENDARY RESISTANCES

Upon each expended use of legendary resistance, petals flake off from the red rose on Lord Cals' necklace. When all uses are expended, the rose is barren. Its petals reform at dawn of each new day.



LORD CALS

Medium fey, neutral evil

Armor Class 20 (natural armor)

Hit Points 290 (20d8 + 200)

Speed 30 ft., fly 30 ft. (hover)

Page References IW 12, 16, 18, 43, 59, 63, 80-81, 87, 98-99, 108-116, 119, 127, 133, 165, 167-168, 171, 179, 182, 190-192, 216, 228

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	30 (+10)	25 (+7)	28 (+9)	20 (+5)

Saves Dex +11, Int +13, Wis +15, Cha +11

Skills History +13, Insight +15, Nature +13, Perception +15

Damage Resistances cold, fire, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 30 ft., Darkvision 120 ft., passive Perception 25

Languages all

Challenge 20 (25,000 XP)

Legendary Resistance (3/Day). If Lord Cals fails a saving throw, he can choose to succeed instead.

Innate Spellcasting. Lord Cals' innate spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *coin toss*, *detect thoughts*, *dispel magic*, *levitate*, *slow*, *zone of truth*
3/day each: *babble*, *bestow curse*, *blight*, *fear*, *hold person*, *misty step*, *reflect*
1/day each: *circle of death*, *despair*, *dominate monster*, *discord*, *dream*, *extract dream*, *eyebite*, *finger of death*, *geas*, *harm*, *time stop*, *weird*
1/century each: *clone* (self only), *imprisonment*

Magic Resistance. Lord Cals has advantage on saving throws against spells and other magical effects.

Punish the Impatient. Lord Cals casts *time stop* immediately upon rolling initiative if he has it available.

ACTIONS

Multiattack. Lord Cals uses his intoxicating touch. He can then cast a spell or use his Unleash action.

Intoxicating Touch. *Melee Spell Attack:* +15 to hit, reach 5 ft., one creature. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on ability checks and on Wisdom saving throws.

Unleash. Lord Cals summons 2 **gargoyles** (MM 140), 2 **nothics** (MM 236), or 2 **scarecrows** (MM 268), which appear in an unoccupied space within 60 feet of him that he can see. He can't summon a creature if he has already summoned the same creature this round or the previous round.

LEGENDARY ACTIONS

Lord Cals can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lord Cals regains spent legendary actions at the start of his turn.

Fey Casting. Lord Cals casts a spell.

Feywild Summoning. Lord Cals summons 2 **darkwood stalkers** (IW 214), 2 **will-o'-wisps** (MM 301), or 2 **time vultures** (IW 216), which appear in an unoccupied space within 60 feet of him that he can see. He can't summon a creature if he has already summoned the same creature this round or the previous round.

LORD CALS

Lord Cals of the Litter and the Peat is an ancient archfey, perhaps older than the Feywild itself. He is as patient as the winds that flatten a mountain. He is as determined as a root that grows in a crack in a stone. He waits, sometimes for millennia, as eventually all good things shall fall into his lap. Lord Cals knows that the problem of Endercoast will soon go away. He only has to nudge it along. He appears to mortals as a black-cloaked skeletal specter, his head the skull of a goat, wearing a rope necklace adorned with a beautiful red rose.

SPELL DESCRIPTIONS

AT WILL

COIN TOSS

In his skeletal claw he summons a coin of indeterminate origin, blackened and rotten and old. It spins and shoots towards you.

DETECT THOUGHTS

His brilliant white eyes flash, overwhelming your senses. His voice booms in your mind. "I see you."

DISPEL MAGIC

"Enough!" he shouts. A snap of his skeletal fingers. A burst of pure nothingness expunges the magic.

LEVITATE

As you are hoisted off the ground by some unseen force, so too does Lord Cals' cloak dither around him in languid scalloped motions.

SLOW

"Patience," says Lord Cals. Dark, goopy marrow drips from his skeletal arms. "Patience."

ZONE OF TRUTH

"Liar!" he roars. The air around you grows cold and dry, and each of your breaths comes painfully. "Let only the truth slither out from your throat!"

3/DAY EACH

BABBLE

"Your words mean nothing," he spits. "Let us not pretend otherwise."

BESTOW CURSE

You shrink back, but he is quick for such an old soul. His skeletal claw digs into your forehead and it feels ... ancient. Cold. Hollow. Your whole body seizes up.

This can also be used for his Intoxicating Touch action.

BLIGHT

"Gaze upon the truth!" he roars to your allies. "See the future in store for all creatures great and small! See what happens when you grow old!"

FEAR

You see behind those blank white shining eyes the truth of the universe. You see that all evidence of the past will one day be erased, and all hope of a future with it. You are nothing. And so is everything.

HOLD PERSON

It feels as though every bone in your body has frozen in time.

MISTY STEP

Lord Cals returns to the void, just for a fraction of a second, before reforming from nothing as he once did at the beginning of time itself. It takes you a moment to find him again.

REFLECT

The magical energy of your spell consolidates into a single point, a bubble of energy, which Lord Cals plays with in his claws. You can't read Lord Cals' expression, but it almost feels ... smug. And to your horror, he turns your spell back on you.

1/DAY EACH

CIRCLE OF DEATH

Lord Cals' gaze affixes to your whole party. Before him materializes a black pearl, which ripples with energy and then is crushed into fine powder, and as the black pearl is crushed, a wave of necrotic energy washes over you all.

DESPAIR

Lord Cals cannot be defeated. Death is inevitable.

DOMINATE MONSTER

Your will is no longer your own. And when you think back on all your life choices, you realize it never was to begin with.

DISCORD

If Lord Cals cannot be stopped, then to continue on is suicide. Why can't the others see this? Why do they continue to fight? It makes you so angry!

DREAM

There it is. You've been waiting a long time to see it. The Litter and the Peat. Floating platforms, the remnants of an ancient progenitor civilisation. You think about how you could climb them, for a rope would not suffice and there is no bottom to hit if you were to fall. Luckily, the one you seek descends to meet you instead. It is a black-cloaked skeletal specter, head the skull of a goat, wearing a rope necklace adorned with a beautiful rose. Lord Cals. He speaks your name with familiarity, as if he has always known you.

"It is only a matter of time," he says, with bitterness, and all of the floating platforms collapse. The ground gives way underneath you, and your worst fear comes to life. You will fall eternally. There is no escape.

You wake up drenched in sweat. You can almost still feel the wind rushing past. And you don't want the wind to stop, for then it means you are falling through void. And that would be the worst thing of all.

EXTRACT DREAM

Lord Cals lays his skeletal claws on the sleeper. You can feel the heat sapped from the room, and you shiver. A hazy bubble floats from the dreamer's eyelids, small at first, but growing bigger, until it detaches from the dreamer and floats lazily above their head. Within that eternal bubble there is a dream.

EYEBITE

You lock eyes with Lord Cals. That was your mistake. You are overtaken by a white void.

FINGER OF DEATH

Lord Cals extends a single gnarled bony finger in your direction. You will be his. It is only a matter of time, and perhaps not so long a time after all.

GEAS

The words he speaks, you understand them to be True. To go against them would be an affront to the very nature of Truth itself.

HARM

All it takes is a wave of his bony hand and a flash of the void behind his eyes. All your years race before you. Your hair greys. Your skin sags. Your spine cracks. Your mind goes hazy. "Do you now see what you have been so impatient to receive? Do you now see the value of what I preach?"

TIME STOP

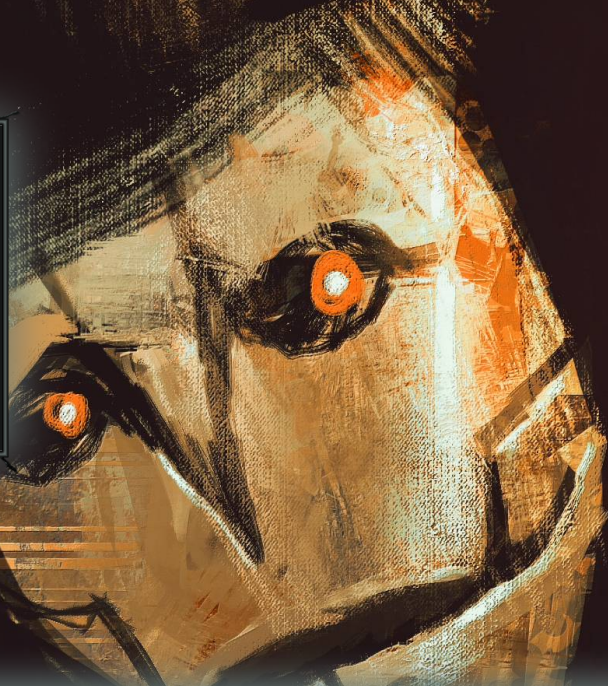
A flicker. That's all.

WEIRD

You see what you will become. Dust in the wind. Particles. Void. All in the blink of an eye.

LEGENDARY RESISTANCES

Upon each expended use of legendary resistance, Cirrus' mask changes expression, morphing slowly into a horrific mixture of fury and terror. When all uses are expended, the mask cracks down the middle. It repairs itself at dawn of each day.



CIRRUS THE JESTER

Medium fey (shapechanger), chaotic neutral

Armor Class 20 (natural armor)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

Page References IW 10, 12, 19, 29, 43, 46, 59, 81, 87, 98-99, 109, 118-124, 127, 133, 159, 165, 168, 171, 179, 193-195, 229

STR	DEX	CON	INT	WIS	CHA
12 (+1)	25 (+7)	16 (+3)	17 (+3)	22 (+6)	29 (+9)

Saving Throws Con +9, Int +9, Wis +12, Cha +15

Skills Acrobatics +13, Deception +15, Insight +12, Performance +21

Condition Immunities charmed, frightened

Senses passive Perception 16

Languages Common, Elvish, Sylvan

Challenge 20 (25,000 XP)

Countercharm. While Cirrus plays music, allied creatures that can hear them have advantage on all saving throws and are immune to the frightened and charmed conditions.

Frightful Magic. When a creature fails a saving throw against one of Cirrus' spells of 1st-level or higher, it becomes frightened of Cirrus while it is under the effects of the spell.

Inspiration (1/Turn). As a bonus action, Cirrus chooses an ally that can see and hear them within 30 feet of their position. In the next minute, the target can add 1d12 to one ability check, attack roll, or saving throw of its choice. Once a target has been given a die of bardic inspiration from Cirrus, it must finish a short or long rest before it can be given another.

Legendary Resistance (3/Day). If Cirrus fails a saving throw, they can choose to succeed instead.

Magic Resistance. Cirrus has advantage on saving throws against spells and other magical effects.

Spellcasting. Cirrus is a 19th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). They know the following bard spells.

Cantrips (at will): *dancing lights, friends, minor illusion, vicious mockery*

1st level (4 slots): *charm person, sleep, Tasha's hideous laughter*

2nd level (3 slots): *enthrall, magic mouth, pass without trace*

3rd level (3 slots): *babble, counterspell, hypnotic pattern, major image*

4th level (3 slots): *hallucinatory terrain, tormentor*

5th level (3 slots): *mislead, modify memory*

6th level (2 slots): *discord, Otto's irresistible dance*

7th level (1 slot): *trick*

8th level (1 slot): *feeblemind, glibness*

9th level (1 slot): *weird*

ACTIONS

Multiattack. Cirrus casts a spell and uses their Psychic Scream or Change Shape action, if available.

Psychic Scream. Cirrus emits a mournful psychic blast. Each creature within 60 feet of Cirrus must make a DC 20 Intelligence saving throw. On a failed save, a target takes 42 (14d6) damage and is stunned for one minute. On a successful save, a target takes half damage and isn't stunned. A creature stunned by this effect can repeat the save at the end of each of its turns, ending the effects on a success. Once a creature has succeeded on a save against the psychic scream, it becomes immune to the stunning effect for 24 hours (but not the damage). If the psychic scream reduces a creature to 0 hit points, its head explodes, assuming it has one.

Change Shape. Cirrus magically assumes the appearance of a Medium humanoid or fey they have seen, or shifts back into their true form. Their statistics are the same in each form.

LEGENDARY ACTIONS

Cirrus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Cirrus regains spent legendary actions at the start of their turn.

Fey Casting. Cirrus casts a spell.

Feywild Summoning. Cirrus summons an eladrin (188) jester (NPC 37), which appears in an unoccupied space within 60 feet of them.

CIRRUS THE JESTER

Cirrus the Jester is a trickster spirit. They tell jokes to soothe their addled, sickened mind. But nothing suffices. They generally appear to mortals as a clown with a formless, indistinct body, wearing a wooden mask that betrays no emotion. They can shapeshift at will into any mortal that has ever laughed at their jokes.

SPELL DESCRIPTIONS

CANTRIPS (AT WILL)

DANCING LIGHTS

They laugh as their bobbing rainbow lights form the shape of a woman that dances in circles with them.

FRIENDS

Something about that mask strikes you as remarkably amicable.

MINOR ILLUSION

Cirrus summons a pixie that prepares to cast an indeterminate spell. Looks pretty nasty.

VICIOUS MOCKERY

Refer to Cirrus' list of jabs (IW 121).

1ST LEVEL (4 SLOTS)

CHARM PERSON

You haven't known Cirrus long, but they strike you as a creature that can be trusted implicitly.

SLEEP

Faerie dust erupts from Cirrus' sleeves.

TASHA'S HIDEOUS LAUGHTER

Refer to Cirrus' list of jabs (IW 121).

This strikes you as unbelievably funny. You drop to the ground, clutching your sides in laughter.

2ND LEVEL (3 SLOTS)

ENTHRALL

Cirrus tumbles, flips, and dances. You can't take your eyes off them.

MAGIC MOUTH

Cirrus' mask worms its way out of the trunk of a tree. It seems inert, yet Cirrus' voice cackles through it.

PASS WITHOUT TRACE

No trace of them.

3RD LEVEL (3 SLOTS)

BABBLE

Cirrus' mask appears over your head. When you speak, all that comes out is Cirrus' cackling laughter.

COUNTERSPELL

As you pull together strands of the Weave, Cirrus hops up and down with a pair of ghostly knitting needles, snipping and snapping and undoing all that you've done. Snip snip snip.

HYPNOTIC PATTERN

A stage erupts from the ground, and upon that stage, marionettes, with no one holding their strings, faithfully reenact the fight so far. You are enraptured by how accurately they have captured every little detail. You can't look away.

MAJOR IMAGE

Cirrus summons forth a dark druid that twitches with necromantic energy.

4TH LEVEL (3 SLOTS)

HALLUCINATORY TERRAIN

You are suddenly thrust into an enormous theatre glittering with golden chandeliers and velvet seats. You stand upon the stage, and when you act, the audience, made up of all the creatures of the Feywild, heckles you and throws tomatoes.

TORMENTOR

Refer to Cirrus' list of jabs (IW 121).

An illusory facsimile of Cirrus' mask floats around your head, tormenting you.

5TH LEVEL (3 SLOTS)

MISLEAD

"Try and catch me now!" jeers Cirrus. Nothing really happens.

MODIFY MEMORY

"Relax, relax, you've had a heck of a day!" says Cirrus, kindly. Your mind feels foggy. Something is off, but you can't quite place it.

6TH LEVEL (2 SLOTS)

DISCORD

Refer to Cirrus' list of jabs (IW 121).

Your allies mock you. How dare they! And they wear the mask of Cirrus! An unforgivable affront!

OTTO'S IRRESISTIBLE DANCE

Strings jab through your skin and hoist you upright. Cirrus plays with a little wooden cross, and you begin to dance. There is nothing you can do to stop it.

SATISFACTION

Don't trust the Jester, and don't act like you don't trust them. And if they dig down deep and hit a nerve, don't give them the satisfaction of showing it.

7TH LEVEL (1 SLOT)

TRICK

No, this can't be happening -- this isn't happening -- whose voice do you have -- no -- NOOOOOOO!!!

8TH LEVEL (1 SLOT)

FEEBLEMIND

"What nonsense you speak! Let's fix that, shall we?" Cirrus chucks glitter into your eyes. The glitter burrows into the sockets behind your eyeballs and sparkles directly into your brain.

GLIBNESS

Cirrus is telling the truth. Not only that, you get the sense that Cirrus is not even capable of lying in the first place.

9TH LEVEL (1 SLOT)

WEIRD

Cirrus summons forth a creature of nightmares, a creature of YOUR nightmares, and your stomach tightens into a knot that cannot be unwound.

LEGENDARY RESISTANCES

Upon each expended use of legendary resistance, bark flakes off of Dailili's torso, slowly revealing a beating black heart beneath. When she has no uses remaining, her heart bursts. It regrows at dawn of each day.

DAILILI

Huge fey, chaotic evil

Armor Class 20 (natural armor)

Hit Points 228 (24d12 + 72)

Speed 30 ft.

Page References IW 12, 20, 59, 61, 64-65, 70, 82, 87, 98-99, 102-106, 109, 119, 126-130, 133, 151, 165-166, 168-169, 171, 179-183, 196-197, 203, 218, 230

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	17 (+3)	15 (+2)	20 (+5)	15 (+2)

Saving Throws Str +12, Con +10, Wis +12, Cha +9

Skills Nature +9, Perception +12

Damage Resistances bludgeoning, piercing

Damage Immunities nonmagical bludgeoning, piercing, and slashing

Senses passive Perception 27

Languages Common, Elvish, Sylvan

Challenge 24 (62,000 XP)

Eyes of the Forest. Dailili's passive Perception is increased by 5, and she has advantage on ability checks made to locate creatures in her forest. She has advantage on initiative checks and can't be surprised.

Innate Spellcasting. Dailili's spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). She can cast the following spells innately, without expending material components.

At will: *detect poison and disease, goodberry, locate animals or plants, thorn whip, tree stride*

3/day each: *awaken, blight, locate creature, return to earth*
1/day each: *wall of thorns*

Legendary Resistance (3/Day). If Dailili fails a saving throw, she can choose to succeed instead.

Magic Resistance. Dailili has advantage on saving throws against spells and other magical effects.

Regeneration. Dailili regenerates 20 hit points and gains 20 temporary hit points at the beginning of each of her turns. If Dailili takes fire or necrotic damage, she doesn't regenerate, gaining only her temporary hit points at the start of her next turn. Dailili dies only if she starts her turn with 0 hit points and doesn't regenerate.

Singular Being. As a bonus action, Dailili collapses into a pile of plant matter. She instantly reforms from the living body of a plant, animate or inanimate, regardless of distance, that is part of her forest in the Feywild. Her statistics (including hit points) are the same in each form. If Dailili takes fire or necrotic damage, she can't use this bonus action on her next turn.

Wild Weapons. Dailili's weapon attacks are magical and deal an additional 9 (2d8) necrotic damage (included in the attack).

ACTIONS

Multiattack. Dailili makes two slam attacks. She can then cast a spell.

Slam. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 9 (2d8) necrotic damage.

Entangling Thorns. Dailili summons a miasma of vines, thorns, and roots in a 120 foot radius centered on herself. Each creature in the area of effect must succeed on a DC 20 Strength saving throw or be restrained by the entangling plants. Creatures that start their turn restrained by this effect take 10 (3d6) piercing damage from thorns. An affected creature can be freed with a DC 19 Strength check. The vines remain for 1 minute and are difficult terrain.

LEGENDARY ACTIONS

Dailili can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dailili can't take legendary actions if she has 0 hit points. She regains spent legendary actions at the start of her turn.

Fey Casting. Dailili casts a spell.

Feywild Summoning. Dailili summons an **awakened tree** (MM 317), a **shambling mound** (MM 270), or a **dryad** (MM 121), which appears in an unoccupied space within 60 feet of her. She can't summon a creature if she has already summoned the same creature this round or the previous round.

Search. Dailili makes a Wisdom (Perception) check.

Entangling Thorns (Costs 2 Actions). Dailili uses her Entangling Thorns action.

DAILILI, THE TREE OF INFINITY

Dailili was once a dryad whose many children in the material realm were cut down by an overzealous woodsman. She slew the woodsman but was banished to the Feywild for the crime of murder. In the Feywild, she grew to the power of an archfey on spite alone. She now sits on her rooted throne, plotting her revenge, growing ever stronger. A tree has sprouted from her fey court, an extension of her very will, that is fated to consume all of existence. She appears to mortals as an ordinary (if toweringly tall) dryad. Only her sheer size and her glowing magenta-tinted eyes give away her true identity as an archfey. Her true form is the entire forest around her court, where every tree shares the same root system linking with the Tree of Infinity at the center.

SPELL DESCRIPTIONS

AT WILL

DETECT POISON AND DISEASE

Dailili's roots curl up in disgust. "This is tainted with the sweat of mankind."

GOODBERRY

Dailili extends an enormous hand, and from the branches of her fingers grow delectable berries. "Eat," she commands. "And show no hesitation towards my hospitality. It is a rare thing."

LOCATE ANIMALS OR PLANTS

"Fools! Do you not realize that no alcove, no hidey-hole, no nest, no web, no hidden place in my realm is beyond my reach? I am not a part of my realm -- I am my realm! All of it! ALL OF IT!" The trees shake as she screams.

THORN WHIP

"You can't escape!" she shrieks. Thorns dig into your ankle as she yanks you back towards her.

TREE STRIDE

She suddenly becomes stiff, inert, and all the features you thought were like that of a human -- her arms, her legs, her fingers, her face -- it becomes silly of you to have ever thought that way, for they are just natural quirks of a natural tree. She no longer manifests herself to you in this form.

3/DAY EACH

AWAKEN

The plant comes alive, burning with Dailili's rage like all the others. It is just another part of her. Another set of eyes. Another organ.

BLIGHT

"The way must be clear if I am to grow," she snarls. "You are all in my way."

LOCATE CREATURE

"I see you ..." A whisper on the wind, grinning like a fly trap. Your blood runs cold.

RETURN TO EARTH

Roots erupt from the ground, spraying dirt, and they yank you down where you belong.

1/DAY EACH

WALL OF THORNS

"You think you can freely traipse through my realm?" she shrieks. "I am the earth! I am the trees! I am the thorns that dig through your flesh!" Churning plant matter rises up from the earth, bristling with deadly needles.

This can also be used for her Entangling Thorns action.

RESILIENCE

She lost everything and went on a rampage. For such a powerful being, she sure doesn't show a lot of resilience. If someone burned down my shop, I'd shape a new one from the ashes. It's what I'm good at.

LEGENDARY RESISTANCES

Upon each expended use of legendary resistance, the colour of her staff (and the colour of all lightning effects) changes from yellow to blue to red, and then finally to white when all uses have been expended. The colour resets at dawn of each new day.



TETTLEBUG MOONFLOWER

Tiny fey, chaotic good

Armor Class 30

Hit Points 140 (40d4 + 40)

Speed 10 ft., fly 30 ft.

Page References IW 12, 21, 31-32, 59, 72, 80, 83, 87, 99, 109, 119, 132-137, 146, 165-167, 171, 179, 198-199, 231

STR	DEX	CON	INT	WIS	CHA
1 (-5)	30 (+10)	12 (+1)	12 (+1)	18 (+4)	30 (+10)

Saving Throws Dex +17, Int +8, Wis +11, Cha +17

Skills Perception +11, Persuasion +17

Damage Immunities lightning, thunder; nonmagical bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened

Senses passive Perception 21

Languages Sylvan

Challenge 22 (41,000 XP)

Charming Defenses. Tettlebug adds her Charisma modifier to her AC. If a creature can't see Tettlebug, or if it is immune to being charmed, it gains a +10 on its attack rolls to hit her.

Fey Resilience. Magic can't put Tettlebug to sleep.

Immutable Form. Tettlebug is immune to any spell or effect that would alter her form.

Innate Spellcasting. Tettlebug's spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). She can cast the following spells innately, without expending material components.

At will: *charm monster*, *discord*, *druidcraft*, *enthrall*, *sleep*
3/day each: *call lightning*, *shatter*, *thunderwave*
1/day each: *chain lightning*, *control weather*, *rainbow*

Legendary Resistance (3/Day). If Tettlebug fails a saving throw, she can choose to succeed instead.

Magic Resistance. Tettlebug has advantage on saving throws against spells and other magical effects.

Wingclap. Due to the sound of her wingbeats, a creature that starts its turn within 10 feet of Tettlebug takes 3 (1d6) thunder damage or 7 (2d6) thunder damage if within 5 feet of her. Tettlebug can choose creatures to be deafened to the noise of her wingbeats.

ACTIONS

Multiattack. Tettlebug uses her scepter or takes the Unleash action, if available. She can then cast a spell or call down another bolt of lightning from *call lightning* if she is concentrating on that spell.

Change Weather (1/Day). Tettlebug chooses the weather in the Feywild (IW 54).

Scepter. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage plus 14 (4d6) lightning damage.

Unleash (Recharge 5-6). Tettlebug summons 2d6 stormcloud mephits (IW 216), plus 1d6 goblins (MM 166), kuo-toas (MM 199), or bullywugs (MM 35), which appear in unoccupied spaces within 60 feet of her.

LEGENDARY ACTIONS

Tettlebug can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tettlebug regains spent legendary actions at the start of her turn.

Boost. Tettlebug claps her wings together. Each creature of Tettlebug's choice within 30 feet of her that can see her must make a DC 25 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one. Tettlebug can then fly up to her speed without incurring attacks of opportunity.

Fey Casting. Tettlebug casts a spell or calls down another bolt of lightning from *call lightning* if she is concentrating on that spell.

Feywild Summoning. Tettlebug summons an **kuo-toa whip** (MM 35), a goblin or bullywug **cultist of the archfey** (NPC 208), or a **faerie dragon** (MM 133), which appears in an unoccupied space within 60 feet of her. She can't summon a creature if she has already summoned the same creature this round or the previous round.

TETTLEBUG MOONFLOWER

The Princess of Dewdrops brings rain, fog, and chill in her endless dance, wreaking havoc across the Feywild as she revels in the melancholy of distant thunder. Tettlebug appears to mortals as an ordinary pixie. Her status as an archfey is revealed by the intricate patterns on her wings that glow with barely-contained thunderous energy, and by the fact that every beat of her wings lets loose a minor thunderclap.

SPELL DESCRIPTIONS

AT WILL

CHARM MONSTER

Her voice, her song, her beauty, her grace. You can no more imagine harming her than you could imagine a colour you've never seen.

DISCORD

You are struck with an epiphany: how could you, or anyone else for that matter, ever consider for a moment harming a single hair upon her beautiful head? But the others, they don't see her like you do. They'd harm her without a second thought. They must be stopped.

DRUIDCRAFT

Tettlebug giggles as flowers blossom beneath her. Leaves billow behind her as if in a synchronised dance. And, from her staff, a harmless floating globe appears that crackles with lightning. It seems to amuse her greatly.

ENTHRALL

As you gaze upon her, you could not imagine worshipping any god but her. She is radiant.

SLEEP

A delighted little giggle escapes her lips as she flaps her wings, sending sparkling glitter sprinkling down on you all.

3/DAY EACH

CALL LIGHTNING

Storm clouds gather overhead. Your hair stands on end, then -- CRACK! A bolt of lightning crashes through you. Everything goes white and buzzing for a brief moment before your senses return.

SHATTER

She purses her lips, as if deep in thought, and then beats her wings together with more force than usual. The sound causes wind to crack, glass to shatter, ears to bleed.

THUNDERWAVE

"You ... are ... not ... being ... NICE!" she screams. Her little voice sends you reeling back with the force of the boom.

1/DAY EACH

CHAIN LIGHTNING

Crackling electricity starts in her wings, then moves through her whole body and into her dainty little hands. She aims her scepter. "You ... and you ... and YOU!" and with that, lightning streaks out of her.

CONTROL WEATHER

"Oh ... I wish it were raining ..." she sighs. Sure enough, it begins to rain. "Yay!" She holds her arms out, leans her face up, and spins as the droplets splash against her.

RAINBOW

She spreads her arms wide, and from her chest erupts a beautiful arch of every colour. What fun! The rainbow strikes you and it's not so fun anymore.

ANCIENT BEASTS

The creatures described here are the oldest of the beasts. They are nameless, primordial, all of the fury and hatred of the wilds, but all of its beauty as well. Meeting such a creature is an encounter of legend. Those who pass on tales of their encounters are heralded as prophets or blasphemers, and to kill an ancient beast is to commit an unspeakable crime. The one who lands the killing blow on an ancient beast suffers a hag curse (IW 62).

A druid from the Feywild knows that it is a great taboo to take on the form of these beasts as their Wild Shape, but many still do. As a result, these great beasts often feel compelled to prove their identity through great feats of power.

ANCIENT BEAR

This ancient black bear has hibernated for millennia. It takes a lot to wake her from her slumber -- a beehive in her claws, an owl feather to her nose, a memory of her young. Once she is awake, she will do whatever it takes to return to her wonderful dreams of honey.

ANCIENT BEAR RUMOURS

- The bear can see all around her even when she is asleep.
- The bear cannot be physically harmed while she is asleep; an ancient faerie blessing protects her.
- The bear's yawn is enough to put you to sleep where you stand.

ANCIENT BEAR

Huge beast, neutral

Armor Class 13 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

Page References IW 90, 92, 139-140, 166, 174, 200

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	10 (+0)	20 (+5)	14 (+2)

Saving Throws Str +10, Con +6, Wis +8

Skills Perception +8

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 18

Languages Sylvan

Challenge 6 (2,300 XP)

Hibernate. When the bear is unconscious, she is immune to all damage types except psychic.

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear uses her yawn, if available, then makes two attacks: one with her bite and one with her claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Claws. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Yawn (Recharges 5-6). The bear yawns, magically plunging herself and other creatures into slumber. The bear can affect 50 hit points with this action. Starting with the creature that has the lowest current hit points, each creature within 60 feet of the bear (including her) that can hear her and is affected by the ability falls unconscious until the sleeper takes damage or someone uses an action to shake or slap the sleeper awake (this doesn't work on the bear). Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this ability.

ANCIENT BOAR

The ancient boar has lived for thousands of years due to his sheer unwillingness to die.

WILD SHAPE

A druid that takes the ancient boar as their wild shape adds (2/Day) to the boar's *Relentless Defiance* trait.

LEGENDARY RESISTANCES

The ancient boar's tusks glow with bright yellow light. Each time the boar expends a use of his legendary resistance, one of his two tusks loses this brilliance. The brilliance returns at dawn of each new day.

RUMOURS

- The ancient boar is nothing more special than a particularly large boar. It just happens to have not yet been killed.
- The boar cannot be killed in combat by anything but the most devastating blow, and the boar can shake off any negative effects with nothing but a grunt and a snort.

ANCIENT BOAR

Large beast, neutral

Armor Class 13 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

Page References IW 90-92, 98, 108, 114, 166, 174, 201

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Str +5, Con +5, Wis +2

Senses passive Perception 10

Languages Sylvan

Challenge 3 (700 XP)

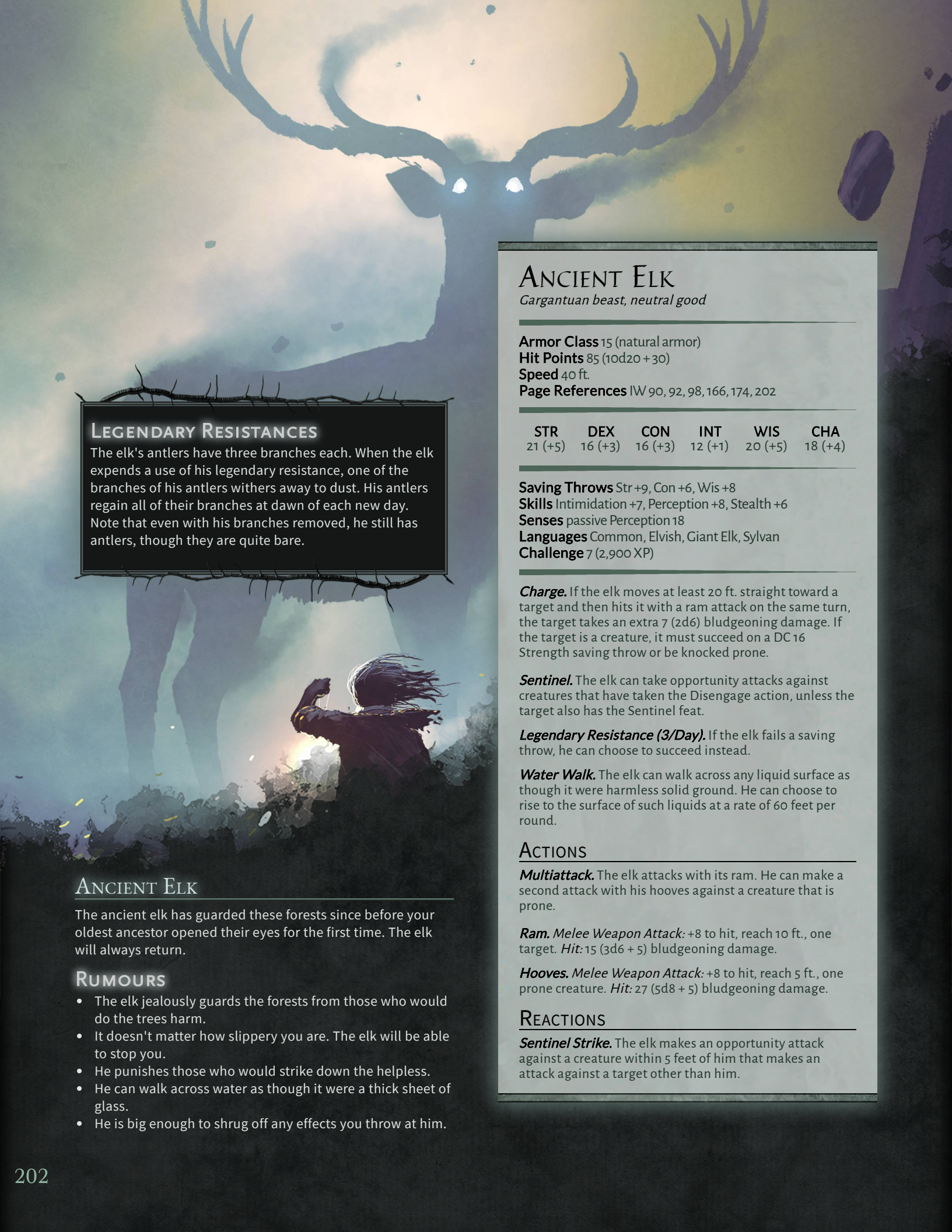
Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless Defiance. If the boar is not killed outright by an attack or effect that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

Legendary Resistance (2/Day). If the boar fails a saving throw, he can choose to succeed instead.

ACTIONS

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



LEGENDARY RESISTANCES

The elk's antlers have three branches each. When the elk expends a use of his legendary resistance, one of the branches of his antlers withers away to dust. His antlers regain all of their branches at dawn of each new day. Note that even with his branches removed, he still has antlers, though they are quite bare.

ANCIENT ELK

The ancient elk has guarded these forests since before your oldest ancestor opened their eyes for the first time. The elk will always return.

RUMOURS

- The elk jealously guards the forests from those who would do the trees harm.
- It doesn't matter how slippery you are. The elk will be able to stop you.
- He punishes those who would strike down the helpless.
- He can walk across water as though it were a thick sheet of glass.
- He is big enough to shrug off any effects you throw at him.

ANCIENT ELK

Gargantuan beast, neutral good

Armor Class 15 (natural armor)

Hit Points 85 (10d20 + 30)

Speed 40 ft.

Page References IW 90, 92, 98, 166, 174, 202

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	12 (+1)	20 (+5)	18 (+4)

Saving Throws Str +9, Con +6, Wis +8

Skills Intimidation +7, Perception +8, Stealth +6

Senses passive Perception 18

Languages Common, Elvish, Giant Elk, Sylvan

Challenge 7 (2,900 XP)

Charge. If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Sentinel. The elk can take opportunity attacks against creatures that have taken the Disengage action, unless the target also has the Sentinel feat.

Legendary Resistance (3/Day). If the elk fails a saving throw, he can choose to succeed instead.

Water Walk. The elk can walk across any liquid surface as though it were harmless solid ground. He can choose to rise to the surface of such liquids at a rate of 60 feet per round.

ACTIONS

Multiattack. The elk attacks with its ram. He can make a second attack with his hooves against a creature that is prone.

Ram. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 15 (3d6 + 5) bludgeoning damage.

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. **Hit:** 27 (5d8 + 5) bludgeoning damage.

REACTIONS

Sentinel Strike. The elk makes an opportunity attack against a creature within 5 feet of him that makes an attack against a target other than him.

ANCIENT OWL

From her perch in the tallest tree of the Feywild, the ancient owl jealously observes all that goes on across her lands. She is opposed inherently to Dailili, the Tree of Infinity, who claims the owl's lands as hers. Dailili must be blighted into dust.

LEGENDARY RESISTANCES

The owl's hoots and screeches echo three times. For each expended use of legendary resistance, the owl's hoots and screeches echo one fewer time. The number of echoes resets at dawn of each new day.

RUMOURS

- She flies too fast to strike from the ground.
- Her screeches can chill you to the bone.
- A favourite technique of hers is to grab you, fly you high into the air, and drop you to your doom, all the while rending out your liver as though you were nothing but a mouse.
- She hates Dailili, for Dailili infringes on the land she governs.

ANCIENT OWL

Gargantuan beast, neutral

Armor Class 13 (natural armor)

Hit Points 135 (10d20 + 30)

Speed 15 ft., fly 90 ft.

Page References IW 90, 92, 98, 166, 174, 181-182, 203

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	17 (+3)	15 (+2)	30 (+10)	19 (+4)

Saving Throws Str +7, Con +6, Wis +13

Skills Perception +13

Senses passive Perception 23

Languages Common, Elvish, Giant Owl, Sylvan

Challenge 8 (3,900 XP)

Flyby. The owl doesn't provoke opportunity attacks when she flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Legendary Resistance (3/Day). If the owl fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. The owl uses her screech, if available. She then makes an attack with her talons.

Talons. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 18 (4d6 + 4) slashing damage, and the owl can grapple the target (escape DC 15). If the owl has two targets grappled, she can't use this attack against creatures other than them.

Screech (Recharge 5-6). Each creature within 1 mile of the owl that can hear her must succeed on a DC 15 Wisdom saving throw or become frightened of her for one minute. An affected creature can repeat the save at the end of each of its turns, ending the effect on a success.

LEGENDARY ACTIONS

The owl can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

Fly. The owl flies up to her flying speed.

Gizzard Digestion. The owl rolls a d6. On a 5-6, she recovers a use of her screech.

Rend. The owl makes an attack with her talons against a creature she is grappling.

ANCIENT RAVEN

The three-eyed raven observes the past with her left eye, the present with her right, and the future with her third. She knows how you were born. She knows how you will die. And she knows all the ways that you are lying to yourself.

RUMOURS

- The raven hears only truth.
- The raven speaks only lies.
- The raven sees the past, the present, and the future.
- The raven's chicks were killed in a terrible storm.
- The raven has made a nest high on a perilous mountain and has not come down for many months.
- The raven has adopted seven new sons. She is not having much luck teaching them of her ways.

ANCIENT RAVEN

Large beast, neutral

Armor Class 13 (natural armor)

Hit Points 77 (14d10)

Speed 5 ft., fly 60 ft.

Page References IW 90, 92, 143, 146, 166, 174, 204

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	22 (+6)	21 (+5)	19 (+4)

Saving Throws Str +2, Con +3, Wis +7

Skills Deception +6, History +10, Insight +9, Perception +9, Stealth +5

Senses truesight 30 ft., passive Perception 19

Languages Common, Elvish, Giant Raven, Sylvan

Challenge 4 (1,100 XP)

Liar Be Revealed. The raven knows if she hears a lie.

Mimicry. The raven can mimic any sounds she has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

ACTIONS

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage plus 5 (2d4) psychic damage.

LEGENDARY ACTIONS

The raven can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

Left Eye. The raven leers at a creature she can see. She learns the target's personality traits, ideals, bonds, and flaws.

Beak (Costs 2 Actions). The raven attacks with her beak.

Right Eye (Costs 2 Actions). The raven leers at a creature she can see. The target gains disadvantage on all attack rolls against the raven, and the raven gains advantage on all saving throws against spells cast by the target. These effects last until the end of the target's next turn.

Third Eye (Costs 3 Actions). The raven leers at a creature she can see, expressing a dark portent of the future. The next time the target rolls an attack roll, ability check, or saving throw, the result becomes 1 (before modifiers).

ANCIENT SPIDER

Gargantuan beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 145 (10d20 + 30)

Speed 40 ft., climb 40 ft.

Page References IW 90, 92, 123, 166, 174, 205

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	16 (+3)	10 (+0)	17 (+3)	13 (+1)

Saving Throws Str +10, Con +11, Wis +7

Skills Perception +7, Stealth +15

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 17

Languages Sylvan

Challenge 9 (5,000 XP)

Legendary Resistance (3/Day). If the spider fails a saving throw, she can choose to succeed instead.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The spider uses its web, if available. It can then make a bite attack.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 20 (3d8 + 7) piercing damage plus 27 (6d8) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). The spider nonmagically reproduces the spell *web* (save DC 15). Webbing created in this way lasts indefinitely.

LEGENDARY ACTIONS

The spider can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

Escape. The spider moves up to her speed and then takes the Hide action.

Bide. The spider rolls a d6. On a roll of 5-6, she regains all expended uses of her Web.



ANCIENT SPIDER

Long has she waited in her web for the juiciest prey. And here you are, having thrown yourself straight into her clacking mandibles. All these centuries have finally born fruit.

LAIR

The spider's lair was once a beautiful grove of trees, but now the trees are draped with webbing as white and soft as a bride's veil. While in her lair, on initiative count 20, the spider can take the following lair action, which doesn't affect CR.

Strands. Every surface within 30 feet of the spider becomes covered in webs.

She has 14 (4d6) **giant spiders** (MM 328) in her lair, her babies. They love her and she hates them.

LEGENDARY RESISTANCES

The ancient spider has three red hourglass symbols on the underside of her abdomen. For each expended use of her legendary resistance, one of her hourglasses disappears. They reappear at dawn of each new day.

RUMOURS

- She is more patient than Lord Cals.
- Draped in her webbing, she can resist even the most powerful of magic.
- Her webs do not decay.
- Her venom can paralyze even the hardest of creatures.
- Never, ever lose sight of her. It'll be the last and most fatal of your failures.

ANCIENT TOAD

The bullywugs worship a false king. There is only one king of the swamp, but he is too fat and too lazy to correct them. After all, a king need not declare himself king for his royal stature to be legitimate.

LEGENDARY RESISTANCES

The ancient toad's glamoured helm has three brilliant green gems inlaid. For each use of the toad's legendary resistance, one of these gems shatters. They reform at dawn of each new day.

RUMOURS

- He is the one true king of the swamp!
- He is fair! He is just! He is kind! He is true!
- He is implacable to all curses and foibles!
- His crown gives him the power to speak all tongues!
- His bulk crushes all!

SPELL DESCRIPTIONS

TONGUES

The toad's tongue morphs into a hideous oversized version of the tongue of a speaker of your language. It drips with saliva and pulses with misused muscle. You want to retch.

ANCIENT TOAD

Huge beast, neutral

Armor Class 12 (natural armor)

Hit Points 51 (6d12 + 12)

Speed 20 ft., swim 40 ft.

Page References IW 56, 90, 92, 135, 166, 181, 206

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	8 (-1)	12 (+1)	15 (+2)

Saving Throws Str +7, Con +5, Wis +4

Skills Stealth +6

Condition Immunities charmed, frightened, prone

Senses passive Perception 11

Languages Bullywug, Sylvan

Challenge 5 (1,800 XP)

Amphibious. The toad can breathe air and water.

Crush. If the toad drops at least 20 feet and then makes a slam attack on the same turn against a creature within 5 feet of where it landed, the attack deals an additional 26 (4d12) bludgeoning damage.

Helm of Tongues. While wearing his magic helm, which is glamoured to take on the appearance of a glorious golden crown, the toad can cast *tongues* at will.

Legendary Resistance (3/Day). If the toad fails a saving throw, he can choose to succeed instead.

Standing Leap. The toad's long jump is up to 60 ft. and his high jump is up to 30 ft., with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage, plus 11 (2d10) poison damage. The target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Swallow. The toad makes one bite attack against a Large or smaller target he is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by him and can escape from the corpse using 5 feet of movement, exiting prone.

ANCIENT WOLF

A wolf fell victim to a hunter's trap. With iron clamped on broken bone, he howled for someone, anyone, to help him return to his family, before he knew what it meant to ask. He was saved. But in the end, all creatures must die, and soon his family was dust while he remained.

RUMOURS

- The wolf is a survivor. He heals from all wounds in less than a minute. And he can shrug off magical effects like shaking his fur dry.
- The wolf has spent so long alone that he no longer needs a pack: if the only thing before you is his howling maw, he will strike true.
- You cannot hide from him.
- He has a companion, a human named Pup. Unusual for a beast that has spent so much time alone.
- He is as swift as the wind.

RAISED BY THE WOLF

When Endercoast was whisked away to the Feywild, a young girl was separated from her parents by time and space. In desperation, the little girl called out to someone to help her, and she was answered by two beasts: a wolf and a cicada. The wolf, recognising a heartache all too familiar, taught her to howl. But the cicada promised her a home. And when the girl accepted the cicada's offer, the cicada condemned her to an eternity of servitude, for the cicada was a hag. And the girl howled and howled.

The wolf bargained for her release. The hag agreed, if the wolf would raise the girl. A simple request. Time is a funny thing in the Feywild. For her parents, it may as well have been yesterday they were whisked away. But for the girl, it has been 14 years. And her parents are long forgotten.

The ancient wolf has a human **survivalist** (IW 220) companion named Pup. Pup speaks only Sylvan.

ANCIENT WOLF

Huge beast, neutral

Armor Class 12 (natural armor)

Hit Points 63 (6d12 + 24)

Speed 60 ft.

Page References IW 90, 92, 98, 108, 114, 166, 207-208, 220

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	18 (+4)	15 (+2)	19 (+4)	14 (+2)

Saving Throws Str +7, Con +6, Wis +6

Skills Perception +6, Stealth +6

Senses passive Perception 16

Languages Sylvan

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (2/Day). If the wolf fails a saving throw, he can choose to succeed instead.

Packless. The wolf has advantage on an attack roll against a creature if the wolf is the only creature within 5 feet of it.

Survivor. The wolf regains 10 hit points at the start of his turn if he has at least 1 hit point.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

LEGENDARY ACTIONS

The wolf can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

Hunt. The wolf takes the Search action.

THE ANCIENT WOLF

There is no stronger family than the family
you choose for yourself. Blood is overrated.
And oh so easily spilled.



LEGENDARY RESISTANCES

The ancient wolf has glowing blue streaks through his fur. Upon the first use of his legendary resistance, the streaks stop glowing, and when all uses have been expended, they disappear entirely. The streaks reappear in their full brilliance at dawn of each new day.

AWAKENED PLANTS

These plants can be created by druids and other woodsy spellcasters. Druids of the Circle of Growth often take the forms of these plants using their Wild Shape.

AWAKENED CREEPER

An awakened creeper is a tangled mass of sentient vines covering the forest floor, given life through the *awaken* spell to guard precious locations in the woods.

WILD SHAPE

If a druid is charmed, frightened, or has levels of exhaustion when it Wild Shapes into an awakened creeper, these conditions (and the amount of time the druid has had each condition) are suspended while in Wild Shape, but resume when the druid returns to its original form if the conditions are still relevant.

AWAKENED CREEPER

Gargantuan plant, unaligned

Armor Class 13 (natural armor)

Hit Points 46 (4d20 + 4)

Speed 30 ft.

Page References IW 75-76, 173-174, 180, 209

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	10 (+0)	10 (+0)	4 (-3)

Skills Stealth +4

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened, grappled, prone, restrained

Senses passive Perception 10

Languages one language known by its creator

Challenge 1 (200 XP)

Churning Mass. The creeper can occupy another creature's space and vice versa, and the creeper can move through any opening large enough for a Tiny plant. A creature that starts its turn in the creeper's space must make a DC 11 Strength saving throw. On a failed save, the creature's movement speed becomes 0 ft. until the end of its turn.

Forest Camouflage. The creeper has advantage on Dexterity (Stealth) checks to hide in forested terrain.

ACTIONS

Multiattack. The creeper makes two attacks with its vines.

Vines. Melee Weapon Attack: +4 to hit, reach 20 ft., one target. **Hit:** 5 (1d6 + 2) bludgeoning damage, and if the target is a creature, it is grappled (escape DC 11). Until this grapple ends, the target is restrained.

Choking Grasp (Recharge 5-6). Each creature grappled by the creeper must make a DC 11 Constitution saving throw. On a failed save, a target takes 10 (3d6) bludgeoning damage and begins to suffocate; the suffocation ends when the target is no longer grappled by the creeper. On a successful save, the target takes half as much damage and doesn't begin to suffocate.

AWAKENED OAK

An awakened oak is an ancient tree given life through the *awaken* spell. More than a millennium rooted in the ground has given the oak the power to cast spells through the purity of its connection to the earth. Over time, as the oak grows more accustomed to its new life, its magic eventually fades.

WILD SHAPE

A druid can use the awakened oak's Innate Spellcasting trait to cast the oak's spells while in Wild Shape.

SPELL DESCRIPTIONS

AT WILL

DRUIDCRAFT

Flowers bloom where the oak steps.

THORN WHIP

The oak reaches out impossibly far and drags you back through the dirt.

3/DAY EACH

ENTANGLE

The tree's roots erupt from the ground and ensnare you.

LOCATE ANIMALS OR PLANTS

The tree meditates, reaching out to its brethren for information.

SPEAK WITH PLANTS

The tree leans its head against its inert brother. Both in kinship and in sadness.

1/DAY EACH

GOODBERRY

The oak offers you a pinecone. "It will not taste good, but it will fill your belly."

AWAKENED OAK

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 73 (7d12 + 28)

Speed 20 ft.

Page References IW 75, 182, 210

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	18 (+4)	10 (+0)	16 (+3)	9 (-1)

Saving Throws Con +6, Wis +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages one language known by its creator

Challenge 4 (1,100 XP)

False Appearance. While the oak remains motionless, it is indistinguishable from a normal oak tree.

Innate Spellcasting. The oak's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells innately, requiring no components.

At will: *druidcraft, thorn whip*

3/day each: *entangle, locate animals or plants, speak with plants*

1/day each: *goodberry, grasping vine, plant growth, return to earth*

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 23 (5d6 + 6) bludgeoning damage.

GRASPING VINE

"Stop!" says the oak. Its roots erupt from underneath you and hold you in place.

PLANT GROWTH

Flowers bloom all around you. And so do the vines. So thick is the growth that you can barely move.

RETURN TO EARTH

The ground churns with the oak's roots, pulling you down back into the earth where you belong.

AWAKENED TRAPPER

A trapper is a massive plant that feeds on insects that land within its gaping maw, which it then traps inside of itself and dissolves with powerful acid. The *awaken* spell often has the side effect of increasing its size dramatically, which makes it ideal for warding off pests like crows and mice.

WILD SHAPE

If a druid that has taken the form of an awakened trapper has a creature swallowed while reverting back to druid form, the swallowed creature is no longer restrained by the druid and is ejected prone into an empty space within 5 feet of the druid.

AWAKENED TRAPPER

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 20 ft.

Page References IW 75, 211

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Skills Deception +2, Stealth +5

Damage Vulnerabilities fire

Senses passive Perception 10

Languages one language known by its creator

Challenge 3 (700 XP)

Forest Camouflage. The trapper has advantage on Dexterity (Stealth) checks to hide in forested terrain.

Surprise Attack. If the trapper surprises a creature and hits it with a bite attack during the first round of combat, the target takes an extra 7 (2d6) damage.

ACTIONS

Multiattack. The trapper makes two attacks with its vines and one with its bite. It can replace its bite attack with its swallow, if available.

Vines. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the trapper can't bite another target.

Swallow. The trapper makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the trapper, and it takes 10 (3d6) acid damage at the start of each of the trapper's turns. The trapper can have only one target swallowed at a time.

If the trapper dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

CENTAURS

Centaurs in the Feywild are smaller, more slender, and more varied than those in the Material Plane. Far from monstrosities, they have the same proclivities towards chaos as the rest of the fey.

FIRE BEETLE

The centaur's lower half is that of a fire beetle, glowing with internal warmth and power.

CENTAUR, FIRE BEETLE

Medium fey, chaotic neutral

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

Page References IW 69, 91-92, 180, 188-189, 212

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Skills Athletics +5, Perception +4, Survival +4

Senses passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Charge. If the centaur moves at least 30 ft. straight toward a target and then hits it with a melee attack, the centaur can use its bonus action to make an attack with its pincers.

Innate Spellcasting. The centaur can cast the following spell innately, requiring no components.

At will: *light*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Pincers. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage plus 2 (1d4) fire damage.

SPELL DESCRIPTIONS

LIGHT

The centaur's abdomen glows with flickering fire light, and that glow travels all through its body, into its arm, the palm of its hand, and finally onto the tip of the spear it wields.

SHAMBLING MOUND

The centaur's lower half is a shambling mass of vines, allowing it to ensnare others when it strikes.

CENTAUR, SHAMBLING MOUND

Medium fey, chaotic neutral

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

Page References IW 61, 69, 91-92, 169, 188-189, 196, 212

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Skills Athletics +5, Perception +4, Survival +4

Damage Resistances lightning

Senses passive Perception 14

Languages Elvish, Sylvan

Challenge 1/2 (100 XP)

Charge. If the centaur moves at least 30 ft. straight toward a target and then hits it with a melee attack, the centaur can use its bonus action to make an attack with its vines.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Vines. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* the target is grappled (escape DC 13).

UNICORN

The centaur's lower half is that of a unicorn, resembling most closely the centaurs of the material plane. They have adopted some of the healing magic of the unicorns, which is channeled through a beautiful horn atop their head.

CENTAUR, UNICORN

Medium fey, chaotic neutral

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

Page References IW 69, 91-92, 188-189, 213

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Skills Athletics +5, Perception +4, Survival +4

Senses passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Charge. If the centaur moves at least 30 ft. straight toward a target and then hits it with a melee attack, the centaur can use its bonus action to make an attack with its hooves.

Innate Spellcasting. The centaur can cast the following spell innately, requiring no components.

At will: *spare the dying*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

WOLF SPIDER

The centaur's lower half is that of a hairy spider, mildly resembling the abominations called driders from the Underdark in the Material Plane. The spider half has mandibles that drip with poison.

CENTAUR, WOLF SPIDER

Medium fey, chaotic neutral

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft., climb 40 ft.

Page References IW 69, 91-92, 188-189, 213

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Skills Athletics +5, Perception +4, Survival +4

Senses passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Charge. If the centaur moves at least 30 ft. straight toward a target and then hits it with a melee attack, the centaur can use its bonus action to make an attack with its mandibles.

Spider Climb. The centaur can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Mandibles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage plus 2 (1d4) poison damage.

SPELL DESCRIPTIONS

SPARE THE DYING

The centaur kneels its two glorious front legs down, almost in a bow. As he touches the unconscious creature before him, his horn glows bright, and the wounds are sealed up for now.

WOODLAND BEINGS

DARKWOOD STALKER

Darkwood stalkers are lonely spirits who wear the hair they would have grown in life as a thick keratin mask shaped like the horns of a goat. A bright pink flame, their true form, propels them through the air, protected by magical purple tendrils that lick at the edges of the branches around them.

RUMOURS

- Line your weapons with silver before you approach one. Doesn't matter if it's magical or not.
- They'll flare up with bright light when they feel threatened.
- Their masks are formed from the hair they would have grown if they had been given the chance to live a normal life.
- As a last defiant act, they'll explode into thick purple gas which can cause you to become lost in the Feywild.
- They are evil and bitter. They hate those who live out the kind of life that was taken from them.

DARKWOOD STALKER

Medium fey, neutral evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 30 ft. (hover)

Page References IW 91-92, 148, 150, 173, 178, 190, 214, 232

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	6 (-2)	13 (+1)	10 (+0)

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonsilvered weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses passive Perception 11

Languages Sylvan

Challenge 2 (450 XP)

Fey Demise. If the darkwood stalker dies, its body disintegrates into a cloud of thick purple gas that heavily obscures vision in a 30-foot radius, lingering for 1d4 hours or until dispersed by a strong wind. A creature that starts its turn in the gas must succeed on a DC 12 Charisma saving throw or be transported to The Unknow (IW 65).

Variable Illumination. The darkwood stalker sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The darkwood stalker can alter the radius or extinguish its light as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Flame Beam. *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 13 (2d12) fire damage.

GIANT TORTOISE

Slow and steady wins the race.

The giant tortoise moves 5 feet per round during high-intensity situations like combat. Otherwise, it takes its time, ambling along at roughly 20 feet per hour.

GIANT TORTOISE

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 51 (6d12 + 12)

Speed 5 ft.

Page References IW 55, 90-91, 215

STR	DEX	CON	INT	WIS	CHA
17 (+3)	4 (-3)	15 (+2)	8 (-1)	14 (+2)	6 (-2)

Saving Throws Str +5, Con +4, Wis +4

Senses passive Perception 12

Languages --

Challenge 2 (450 XP)

Shell Shield. When forced to make a Dexterity saving throw against a damaging spell or effect, the tortoise takes half damage on a failed save and no damage on a successful one.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

MOSSY HILL OGRE

Mossy hill ogres were once ordinary ogres seduced by dryads. Their bodies are overgrown with moss and they have become lethargic over centuries of abandonment.

MOSSY HILL OGRE

Huge giant, neutral evil

Armor Class 16 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 20 ft.

Page References IW 143, 145, 173-174, 182, 215

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	7 (-2)

Damage Resistances bludgeoning, piercing

Senses passive Perception 9

Languages Giant, Sylvan

Challenge 8 (3,900 XP)

Climbable. Medium or smaller creatures have advantage on checks to climb the ogre, which has the rough shape and dimensions of a mossy hill. It takes 15 feet of movement to climb to the ogre's head. The ogre has vulnerability to damage from melee attacks made against its head.

False Appearance. While the ogre remains motionless, it is indistinguishable from a mossy hill.

ACTIONS

Multiattack. The ogre makes two tree trunk attacks, then attempts to shake off any creatures climbing on it.

Tree Trunk. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Shake Off. Every creature climbing on the ogre must succeed on a DC 16 Strength saving throw or lose their grip on the ogre, falling prone onto an empty space within 10 feet of the ogre.

TIME VULTURE

Created by Lord Cals, time vultures relentlessly stalk their prey. They have the power to speed up and slow down their frame of reference for time. Many superstitious folk see them as a foretelling of death and undeath, an omen of evil. Those close to death may see them circling high up ahead, supernaturally slow, always waiting, always there.

If you have access to Xanathar's Guide to Everything, the spell *toll the dead* is thematically appropriate for a time vulture. You can add the cantrip to its at will spells.

Undead Nature. The time vulture doesn't require air, food, drink, or sleep.

TIME VULTURE

Small fey, neutral evil

Armor Class 13 (natural armor)

Hit Points 34 (4d6 + 20)

Speed 5 ft., fly 30 ft. (hover)

Page References IW 12, 18, 41, 91-92, 100, 109-111, 190, 216

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	20 (+5)	6 (-2)	20 (+5)	10 (+0)

Skills History +2, Perception +9

Damage Resistances necrotic, poison

Condition Immunities poisoned

Senses truesight 30 ft., passive Perception 19

Languages understands Sylvan but can't speak

Challenge 1 (200 XP)

Innate Spellcasting. The time vulture's innate spellcasting ability is Constitution (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately.

At will: *chill touch*
1/day each: *despair*, *slow*, *time stop*

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

REACTIONS

Dark Portent. When a creature the time vulture can see makes an attack roll, a saving throw, or an ability check, the time vulture can change the result to 1 (before modifiers).

SPELL DESCRIPTIONS

CHILL TOUCH

A ghostly double of the vulture's gnarled talon snakes its way towards you and rends its way into your chest.

DESPAIR

You are overcome with hopelessness. We are all carrion in the end.

SLOW

The vulture seems to flap its wings faster and faster and faster -- no, no, you are the one who is slowing down.

TIME STOP

A blink of your eye, and something has changed forever. It can never be undone.

STORMCLOUD MEPHIT

Created by Tettlebug Moonflower, stormcloud mephits are crackling, rolling little thunderclouds that sap their opponents' energy. They pop like a balloon when struck.

STORMCLOUD MEPHIT

Small elemental, chaotic evil

Armor Class 10

Hit Points 4 (1d6 + 1)

Speed 10 ft., fly 30 ft. (hover)

Page References IW 12, 32, 99, 132-136, 198, 216

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	13 (+1)	6 (-2)	9 (-1)	4 (-3)

Damage Resistances lightning, poison, thunder

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Sylvan

Challenge 1/8 (25 XP)

Death Burst. When the mephit dies, it explodes with a thunderous burst. Each creature within 5 ft. of the mephit must succeed on a DC 11 Constitution saving throw or take 1d4 thunder damage.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Cloud Breath (Recharge 5-6). The mephit exhales smoky, crackling vapour in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or take one level of exhaustion.

NON PLAYER CHARACTERS

NPC statblocks can be any humanoid or fey race. NPCs can serve a variety of different masters.

GARDENER

Almost always in service of the Tree of Infinity, these "gardeners" as they call themselves are in fact horrible perversions of what is natural and good. They use plants to serve their own ends rather than to find harmony with nature.

GARDENER

Medium humanoid or fey (any race), any alignment

Armor Class 14
Hit Points 54 (12d8)
Speed 35 ft.
Page References IW 77, 91-92, 157, 169, 173-174, 181, 217

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	10 (+0)	15 (+2)	10 (+0)

Skills Nature +2, Survival +4
Senses passive Perception 12
Languages Sylvan plus any one language
Challenge 2 (450 XP)

Innate Spellcasting. The gardener's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells innately.

At will: *druidcraft*, *thorn whip*
3/day each: *locate animals or plants*
1/day each: *grasping vine*, *plant growth*

Unarmored Defense. The gardener adds its Wisdom modifier to its AC.

Unforeseen Consequences. After hitting a target with an unarmed strike, each subsequent unarmed strike for the next minute deals an additional 1 poison damage per hit. This extra damage stacks up to 10 extra damage per hit, and the minute resets with each hit.

ACTIONS

Multiattack. The gardener makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

SPELL DESCRIPTIONS

AT WILL

DRUIDCRAFT

All the flowers seal themselves up in fear.

THORN WHIP

The gardener punches the air, and a vine wrapped around their arm shoots out and snares your leg, dragging you back.

3/DAY EACH

LOCATE ANIMALS OR PLANTS

The gardener plucks a weed from the earth. Poison seeps up the weed's roots, and it begs for its life as it tells the gardener all that they need to know.

1/DAY EACH

GRASPING VINE

The gardener stomps on the ground, and just as the vibration hits you, a vine as thick as a man's arm springs out and wraps itself around your waist, holding you still.

PLANT GROWTH

The gardener plunges their hands into the dirt. All of the plants scream as they twist into overgrown mutations. You are trapped in the worst of the growth, and the plants beg you to save them even as they impede your path.

GROWTH DRUID

The worship of Dailili means the offering of one's flesh to feed her endless hunger for growth.

GROWTH DRUID

Medium humanoid or fey (any race), chaotic evil

Armor Class 16 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

Page References IW 74-76, 91-92, 157, 169, 182, 218-219

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	12 (+1)	15 (+2)	11 (+0)

Skills Nature +3, Survival +4

Senses passive Perception 12

Languages Druidic and Sylvan plus any one language

Challenge 2 (450 XP)

Floral Aura. The druid and each allied creature within 30 feet of the druid that can smell it regains 1d4 hit points when it starts its turn in direct sunlight and isn't unconscious.

Innate Spellcasting. The druid's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spell innately.

1/day each: *awaken* (plants only), *blight*

Spellcasting. The druid is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared.

Cantrips (at will): *druidcraft*, *resistance*, *thorn whip*

1st level (4 slots): *entangle*, *goodberry*

2nd level (3 slots): *earthbind*, *spike growth*

3rd level (3 slots): *babble*, *plant growth*, *return to earth*, *speak with plants*

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

OPTIONAL FEATURE

Plant Shape (1/Day). The druid casts *polymorph* on itself with the following changes: the druid can transform into a plant (IW 75) instead of a beast, the druid does not need to concentrate on the spell, and the new form's attacks count as magical for the purpose of overcoming resistances and immunities to nonmagical attacks.

With this optional feature, the druid gains the "shapechanger" tag.

SPELL DESCRIPTIONS

1/DAY (OPTIONAL)

POLYMORPH

With a discomforting flutter and squelch, the druid is ripped to shreds from a plant growing within them. Their skin sloughs off and is absorbed into the earth, and the plant takes their place.

1/DAY EACH

AWAKEN

The druid clutches the dying plant close to their chest. As their tears fall upon its leaves, the plant twitches and is reborn. They sneer with glee and set the newborn plant against you.

BLIGHT

The druid spreads their arms wide, separating your life force from you and spreading it to all the plants nearby. You will nurture the earth through your sacrifice.

CANTRIPS (AT WILL)

DRUIDCRAFT

The druid pulls a turnip from the ground and cracks it open. Within, they find a glob of quivering clear jelly, within which the weather for tomorrow is revealed.

RESISTANCE

The druid places a hand on the plant that serves it. They speak in Druidic. "You are part of a greater whole."

THORN WHIP

Nearby vines lash out and drag you back to the druid. You're not getting away that easily.

GROWTH DRUIDS

You'd think, for someone so obsessed with plants, they would leave them well enough alone.

1ST LEVEL (4 SLOTS)

ENTANGLE

The druid calls out in the ancient language of their ancestors, and springing forth from the earth are the roots of long-dead plants that hold you tight to be consumed by the earth just as they have been.

GOODBERRY

The druid produces fourteen delectable strawberries. They plead with you not to eat them.

2ND LEVEL (3 SLOTS)

EARTHBIND

A single vine lashes out and drags you back to the ground where you belong.

SPIKE GROWTH

All the bushes around you that once were harmless now threaten to impale you with needles as long and as unyielding as a dagger.

3RD LEVEL (3 SLOTS)

BABBLE

You try to scream, but your lips are pulled apart by a mass of fungus and moss growing within your mouth.

PLANT GROWTH

All of the plants come alive as the druid commands them in their ancient language to prevent your escape. Whipping vines, churning roots, hardening leaves, thickening nettles -- all of it makes it nearly impossible to pass. And the druid strides ever closer.

RETURN TO EARTH

The druid roars with satisfaction. All of the trees groan under their command as their roots protrude from the earth and wrap around your legs, holding you down.

SPEAK WITH PLANTS

**The druid speaks an ancient, primordial language, the language of nature, the language of growth, a language only spoken by those who have rejected the encroachment of civilisation.*

MERCURY BERSERKER

In the most vicious tribes of the Feywild one can find frothing barbarians who have wrongfully taken the chaos of the Weave as guidance.

You can swap any of the berserker's mercury actions with the others in the list of Mercury Actions (IW 74).

MERCURY BERSERKER

Medium humanoid or fey (any race), any chaotic alignment

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 30 ft.

Page References IW 73-74, 92, 174, 220

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	7 (-2)	12 (+1)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing

Senses passive Perception 11

Languages Sylvan plus any one language

Challenge 4 (1,100 XP)

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Mercury Action. The berserker rolls 1d6 and takes the corresponding action below.

- 1: Charge.** The berserker targets a creature it can see at minimum 20 feet from it and moves up to its speed towards it, then makes a battleaxe attack against it if in range. On a hit, the target takes an additional 11 (2d10) damage and, if the creature is Large or smaller, it must succeed on a Strength saving throw or be knocked prone.
- 2: Escape.** The berserker takes the Dodge, Disengage, and Dash actions.
- 3: Flurry.** The berserker makes three attacks with its battleaxe.
- 4: Power Strike.** The berserker makes one battleaxe attack, and its to-hit bonus is +7. On a hit, the berserker scores a critical hit.
- 5: Rejuvenate.** The berserker regains 10 hit points and gains 10 temporary hit points.
- 6: Teleport.** The berserker magically teleports up to 120 feet to an empty space that it can see. If it teleports to within 5 feet of a creature, it can then make one battleaxe attack against that creature.

SURVIVALIST

Survivalists have been living in the Feywild far longer than is right. They know its secrets, and they know how to stay alive. That's the only thing that matters.

RAISED BY THE WOLF

One example of a survivalist is Pup, a 20-year-old chaotic neutral human who speaks only Sylvan. She is a companion to the **ancient wolf** (IW 207), whom she considers to be her father. The memory of her real parents has faded away in the 14 years she has spent in the Feywild.

SURVIVALIST

Medium humanoid or fey (any race), any alignment

Armor Class 18 (padded armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

Page References IW 76-77, 92, 174, 207-208, 220

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Athletics +5, Medicine +4, Perception +4, Survival +4

Saves Str +5, Dex +5, Con +4

Damage Resistances cold, fire, poison

Senses passive Perception 12

Languages any one language

Challenge 3 (700 XP)

Action Surge (1/Day). The survivalist takes one additional action on its turn.

Padded Armor Expert. While the survivalist wears padded armor, its AC is 16 plus its Constitution modifier. Any critical hit on the survivalist while it wears padded armor becomes a normal hit.

Sylvan Spear. The survivalist's spear attacks are magical. The survivalist has advantage on saving throws against spells cast by any creature hit by the survivalist's spear in the past minute. The survivalist can magically summon its spear to its hand as a bonus action. The spear loses its magic if the survivalist dies.

ACTIONS

Multiattack. The survivalist makes two attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if wielded with two hands to make a melee attack.

WARDEN

As protectors of the natural world and an expert at living at one with the land, it is the duty of a warden to extend protection to anyone who is an ally of the forests, and to strike down any who threaten the natural order of things. Unlike a druid, the warden's smaller pool of spells is focused around making itself a greater threat in combat.

WARDEN

Medium humanoid or fey (any race), any alignment

Armor Class 14 (hide armor)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

Page References IW 78-80, 92, 173-174, 180, 221-222

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	12 (+1)	19 (+4)	10 (+0)

Skills Nature +4, Perception +7, Survival +7

Senses passive Perception 22

Languages Sylvan plus any one language

Challenge 5 (1,800 XP)

Follow Prey. The warden has advantage on checks to track a target, and its passive Perception is increased by 5.

Innate Spellcasting. The warden's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately.

1/day each: *alter self*, *gaseous form*, *polymorph*, *tree stride*

Longbow Specialist. The warden ignores half cover and three quarters cover when it makes attacks with its longbow, and it has a +2 to ranged weapon attack rolls (included in the attack).

Spellcasting. The warden is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared.

Cantrips (at will): *druidcraft*, *guidance*, *mold earth*

1st level (4 slots): *absorb elements*, *alarm*, *ensnaring strike*, *hail of thorns*

2nd level (3 slots): *cordon of arrows*, *pass without trace*, *spike growth*

Tracker's Mark. As a bonus action, the warden chooses one target within 60 feet of its position that it can see, or replaces its mark with a new target it can see within range. The bounty hunter's weapon attacks ignore any damage resistances of the marked target and deal an additional 10 (3d6) damage.

ACTIONS

Multiattack. The warden makes two attacks with its longbow.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage.

SPELL DESCRIPTIONS

1/DAY EACH

ALTER SELF

The warden presses the scales of the dead fish against their neck. They fuse with the scales, and when their hand is released, their neck has grown gills. They dive into the pond.

GASEOUS FORM

The warden squeezes the severed tail of a skunk. A cloud of foul-smelling vapour fills the area, and the warden vanishes within that vapour.

POLYMORPH

The warden drapes the skin of the bear around their companion's shoulders, and their companion hunches down onto all fours, then roars. They have become the bear.

TREE STRIDE

"There's always a shortcut if you know where to look." The warden pulls apart the bark of the tree to reveal a dark passageway within. "I'll be seeing you later." They slip into the passageway, which quickly closes behind them.

CANTRIPS (AT WILL)

DRUIDCRAFT

The warden carves off a chunk of moss with a small knife. They study the moss for a moment. "Looks like we're in for some rain."

GUIDANCE

"Feel the way the wind is blowing? Good tidings." A comforting hand on your shoulder.

MOLD EARTH

"Down! Get down!" The warden digs their heel into the earth and a mound of dirt forms in front of them. They duck down behind the mound. Cover from their attackers.

1ST LEVEL (4 SLOTS)

ABSORB ELEMENTS

The warden shields themselves from the blast with their cloak of bear's hide. The elemental energy lingers in the cloak, then quickly shifts to an arrow that they notch to their bowstring, quivering with power.

ALARM

The warden's head snaps to attention. Seems like they just ... know.

ENSNARING STRIKE

A vine wrapped around their arrow. It sails through the air and -- THWACK! -- upon striking, the vines whip out and wrap around the target's legs.

HAIL OF THORNS

The arrow splits into half a dozen thorny splinters mid-flight.

2ND LEVEL (3 SLOTS)

CORDON OF ARROWS

The warden places each arrow in the dirt as though planting a seed for harvest.

PASS WITHOUT TRACE

A finger to their lips. Be quiet. They move with the wind, letting it take them where they need to go, letting it dampen the sounds of their boots, letting it conceal their scent.

SPIKE GROWTH

As the warden sprints through the glade, each step sprouts thorny shrubs that bristle against any who would chase them.

WITCH

Medium humanoid or fey (any race), any non-lawful alignment

Armor Class 12

Hit Points 88 (16d8 + 16)

Speed 30 ft., fly 60 ft.

Page References IW 84-85, 92, 173-174, 182, 184, 223-227

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	15 (+2)	12 (+1)

Skills Deception +3, Medicine +5, Nature +5

Senses passive Perception 12

Languages Sylvan plus any two languages

Challenge 3 (700 XP)

Potions. The witch has six infused potions. It has infused them with the following spells (spell save DC 13, +5 to hit with spell attacks), which it expends as part of drinking or throwing the potion.

Infusions (1 potion each): *bestow curse*, *death ward*, *dispel magic*, *invisibility*, *lesser restoration*, *polymorph*

Spellcasting. The witch is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *coin toss*, *druidcraft*, *minor illusion*, *prestidigitation*, *thorn whip*

1st level (4 slots): *bane*, *detect magic*, *disguise self*, *goodberry*, *knight's hop*, *protection from evil and good*, *unseen servant*, *witch bolt*

2nd level (3 slots): *detect thoughts*, *invisibility*, *lesser restoration*, *magic mouth*, *mirror image*, *mouse*, *our little secret*, *protection from poison*

3rd level (3 slots): *babble*, *bestow curse*, *counterspell*, *dispel magic*, *plant growth*, *remove curse*, *speak with dead*

4th level (3 slots): *confusion*, *conjure woodland beings*, *death ward*, *despair*, *polymorph*

5th level (2 slots): *animate objects*, *contagion*, *dream*, *extract dream*, *scrying*

ACTIONS

Multiattack. The witch drinks or throws a potion and casts a spell.

Broomstick. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage. If the witch is disarmed of its broomstick, it loses its flying speed.

Drink Potion. The witch drinks one of its potions, allowing it to immediately cast the infused spell.

Throw Potion. *Melee or Ranged Weapon Attack:* +5, to hit, reach 5 ft. or range 30/90 ft., one creature. *Hit:* The spell infused in the potion is cast, affecting only the target of this attack, and the potion shatters. *Miss:* The potion shatters harmlessly.



WITCH

Witches sequester themselves away to study magic the way that they've always known it should be done: holistically, naturally, and for personal satisfaction.

FAMILIARS

You can choose one of the following creatures to become a familiar for the witch. The witch's familiar has an intelligence of 10 (if it isn't already higher) and can speak Sylvan and one other language of the witch's choice. Refer to the spell *find familiar* for additional rules of familiars.

- **bat** (MM 318)
- **cat** (MM 320)
- **crawling claw** (MM 44)
- **frog** (MM 322)
- **homunculus** (MM 188)
- **lizard** (MM 332)
- **owl** (MM 333)
- **poisonous snake** (MM 334)
- **pseudodragon** (MM 254)
- **rat** (MM 335)
- **raven** (MM 335)
- **spider** (MM 337)
- **weasel** (MM 340)

POTIONS

The witch's potions stay potent for 14 days. When you drink a witch's potion, the witch chooses whether to allow you to cast the spell or whether the spell infused in the potion targets you. If you cast the spell, the spell save DC is 13 and the spell attack bonus is +5.

The witch can spend an hour brewing additional potions (up to 6 infused potions total), infusing them with one of its prepared spells. When it brews a potion, it requires the components of the spell as well as additional components rolled randomly from the Extra Potion Components table. The witch will likely request that the party provide these components if it has agreed to brew the potion for them.

EXTRA POTION COMPONENTS

d8	Component
----	-----------

- | | |
|---|--|
| 1 | A memory. |
| 2 | The life of a beast. |
| 3 | A weapon that has tasted blood. |
| 4 | A lost item, still being searched for. |
| 5 | A lock of hair. |
| 6 | A kiss, and a promise. |
| 7 | The dying words of an enemy. |
| 8 | A minute of contemplation. |

SPELL DESCRIPTIONS

INFUSIONS (1 POTION EACH)

BESTOW CURSE

The potion shatters and a terrible curse erupts from it. "You'll die alone!" shrieks the witch, delighted.

DEATH WARD

"Drink up! Drink up and you shall be shielded from death itself! Do you not think me a benevolent spirit? Do you not think me a philanthropist? Death itself shall stay its hand against you, and it is by my brew that it is made so!"

DISPEL MAGIC

The potion shatters and all of the goopy droplets absorb your magical energy before evaporating into steam.

INVISIBILITY

The witch cackles as they gulp down the potion. Their skin turns transparent, then their clothes, leaving only their eyes and their toothy smile before these too disappear.

LESSER RESTORATION

"A tincture that neutralizes poison and disease. What would a priest charge for such magic? An arm, a leg, a month of back breaking effort? I ask only for a favour."

POLYMORPH

"I'll turn you into a maggot!" shrieks the witch. The potion splashes against you and all of your sensation of the world takes a break for a while. A quivering maggot replaces you.

CANTRIPS (AT WILL)

COIN TOSS

"Let's see how lucky you really are!" cackles the witch. They toss a copper coin in the air, one face bearing a skull, the other a broken bone.

DRUIDCRAFT

The hut turns dark as all the candles are snuffed out.

MINOR ILLUSION

A cat leaps at your face!

PRESTIDIGITATION

Blood begins to seep into your clothes from your upper left chest.

THORN WHIP

"Aaaa ha ha ha ha! You think you can get away that easily?!" cackles the witch. They ensnare you with wicked thorns and drag you back kicking and screaming.

1ST LEVEL (4 SLOTS)

BANE

"Bubble, bubble, toil and trouble! Fire burn and cauldron bubble!"

DETECT MAGIC

The witch plucks an eyeball from a taxidermy owl and places it up to their own eye. They grin maniacally when they spot the traces of magic.

DISGUISE SELF

Just an old crone, nothing more.

GOODBERRY

"Eat, my pretties," whispers the witch. "Eat up. You have nothing to fear!"

KNIGHT'S HOP

"Knight to E Four! Aaaaaa ha ha ha ha ha!!!"

PROTECTION FROM EVIL AND GOOD

"Eye of newt and toe of frog! Faeries, don't you poke or prod!"

UNSEEN SERVANT

The witch's hut cleans itself. Pots and pans wash up in a basin. A cloth scrubs down the sides of the cauldron. Ratty old clothes are hung up to dry above the fire.

WITCH BOLT

"Power!" shrieks the witch. "Unlimited power!"

2ND LEVEL (3 SLOTS)

DETECT THOUGHTS

The witch places a taxidermy bat upon their shoulder. They lean in, as if listening intently, then they nod a few times in agreement and rip an ear straight off the bat. They hold the bat's ear to their own. "What dangerous little secrets do I hear?"

INVISIBILITY

The witch's skin turns transparent, then their clothes, leaving only their eyes and their toothy smile before these too disappear.

LESSER RESTORATION

"I am nothing if not an egalitarian!" declares the witch as they draw the poison from your body.

MAGIC MOUTH

The witch's crooked teeth emerge through cracks in the woodwork, clicking and clacking and wiggling and writhing. Their words slither out from a throat that isn't there, like air escaping a sealed tomb.

MIRROR IMAGE

The witch's cackle morphs into four echoing cackles. They split into four copies, each one giving you the same self-satisfied crooked-toothed grin.

MOUSE

The witch seethes as they burn their tongue on the hot tea. "Oh, be off with you!" cries the witch. They slam their crooked fist against the table and the cup squeaks in fear. It runs off into some dark corner.

OUR LITTLE SECRET

"Come closer, come closer, let me whisper subtle words of wisdom away from prying ears."

PROTECTION FROM POISON

"Poison? I could never poison you. I am a curer of poisons, not a brewer of them. At least in the spring."

3RD LEVEL (3 SLOTS)

BABBLE

"For a charm of endless tattle! Like a hell-broth, boil and babble!"

BESTOW CURSE

The witch, snarling, snatches you by the throat. Their gnarled fingers burn against your skin. "Double, double, toil and trouble. Fire burn. Cauldron bubble." You've made it personal. Bad call.

COUNTERSPELL

The witch mocks you, repeating your words as you say them, all the syllables backward, all the sounds reversed, and your magic fizzles out.

DISPEL MAGIC

"How rude to bear magic in the house of a witch!" they shriek. They whack you with their broom.

PLANT GROWTH

"Enjoying my gardens, eh? They require hard work and a teensy little bit of magic."

REMOVE CURSE

The witch's cloak billows and whips. Red light blasts up from the earth, casting the witch in harsh, brutal shadows. You smell sulfur. You smell smoke. Their knobbly claws press into your eyes, your ears, your nose, your mouth, your skull, and then, with a bright green flash, it is done. The witch cleans off the soot from their arms with a rag. "And now you are in my debt."

SPEAK WITH DEAD

"Some of my best friends are corpses, ha ha!"

4TH LEVEL (3 SLOTS)

CONFUSION

The witch crushes three nut shells in their hand. From the nut shells burst seven tiny bats, and from each bat's mouth streams seven wriggling leeches and a scream.

CONJURE WOODLAND BEINGS

"You are not the only ones who command the creatures of this forest!" shrieks the witch. Four satyrs rise from the mud, their eyes blazing red, their fur sickly green, their movements stiff like a puppet.

WITCHES

My mother-in-law was a witch. That marriage couldn't have ended soon enough.

DEATH WARD

"The next time you would feel death's cold kiss upon your lips, it will be my lips you kiss instead!"

DESPAIR

Oh, what's the use, you think to yourself. Is this the fate in store for all who live long enough in this forest?

POLYMORPH

"I'll turn you into a newt!" shrieks the witch. You feel all sensation melt away, and all you can think of now is catching that delicious spider under the sink.

5TH LEVEL (2 SLOTS)

ANIMATE OBJECTS

"Home sweet home!" cackles the witch. All of the pots and pans and silverware and chairs of their hut wriggle back and forth as they approach you. These animated objects have a terrifyingly threatening aura.

CONTAGION

The witch's claws clutch your cheeks. Their long black nails dig into your skin. Where they touch you, horrible green blisters start to form. "Adder's fork and leech's sting! Lizard's leg and howler's wing!"

DREAM

A crone clutches you tightly from behind, claws ripping through the fabric of your shirt. "Fillet of a fenny snake! In the cauldron boil and bake!" You turn to face the crone, but you only see your own face. You jolt awake, heart pounding.

EXTRACT DREAM

The witch jams their claw far down the throat of the dreamer. They dig around for a moment, then their face lights up with delight. They've found something. Slowly, they pull the dream from the dreamer's throat, clutched in their palm. They release the dream and it hovers in an inky bubble in the air. "Chill us with a baboon's blood. Then the charm is all but done."

SCRYING

The witch hunches over their cauldron, examining the bubbles and the swirls. "Yes, my pretties! Dance! Dance! Aaaa ha ha ha ha ha!!"

WARLOCKS

The following warlocks serve the archfey found in this book.

WARLOCK OF LORD CALS

These warlocks serve Lord Cals of the Litter and the Peat.

SPELL DESCRIPTIONS

INNATE SPELLS

ANTILIFE SHELL

A shimmering shell surrounds the warlock.

SANCTUARY

A shimmering shell surrounds the warlock's ally.

CANTRIPS (AT WILL)

COIN TOSS

The warlock flips a coin. It shoots towards you.

DANCING LIGHTS

A glowing humanoid beckons from the horizon.

5TH-LEVEL (3 SLOTS)

BLIGHT

The warlock's *blight* deals 9d8 damage.

Your skin sags. Your back aches.

SLOW

Time moves frighteningly fast.

ZONE OF TRUTH

The warlock snarls. "No lies this time." A beam of light, conical and True, shines down upon you.

WARLOCK OF LORD CALS

Medium humanoid or fey (any race), neutral evil

Armor Class 12 (leather armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

Page References IW 18, 80, 108, 111, 228

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +4, Cha +6

Skills Deception +6, History +2, Persuasion +6

Condition Immunities charmed

Senses passive Perception 12

Languages Sylvan plus any one language

Challenge 4 (1,100 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells innately.

At will: *sanctuary*
1/day: *antilife shell*

Spellcasting. The warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells.

Cantrips (at will): *coin toss, dancing lights*
1st-5th level (3 5th-level slots): *blight, slow, zone of truth*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

REACTIONS

Halt the Impudent. In response to being targeted with an attack roll, the warlock can prevent the attacker from making any further attacks against the warlock until the start of the warlock's next turn.

WARLOCK OF CIRRUS

These warlocks serve Cirrus the Jester.

SPELL DESCRIPTIONS

INNATE SPELLS

TASHA'S HIDEOUS LAUGHTER

Ha ha ha! What a funny joke! Whee!

TRICK

Something's not right. Where are you? WHO are you?

CANTRIPS (AT WILL)

FRIENDS

"Trust me," says the warlock, and you do.

VICIOUS MOCKERY

"I am sick when I do look on thee!"

5TH LEVEL (3 SLOTS)

BABBLE

The warlock's *babble* affects up to 3 creatures.

Cirrus' mask covers your face, and you cannot speak.

EUPHORIA

The warlock inhales air from a balloon, then breathes it all out in one big puff.

SLEEP

The warlock's *sleep* affects 13d8 hit points.

The warlock pulls glitter from their pocket and spreads it over you all. When you drop to the ground, snoring, they mutter, "Wow, tough crowd."

WARLOCK OF CIRRUS

Medium humanoid or fey (any race), chaotic evil

Armor Class 12 (leather armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

Page References IW 19, 81, 229

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +4, Cha +6

Skills Deception +6, Performance +8, Persuasion +6

Condition Immunities charmed

Senses passive Perception 12

Languages Sylvan plus any one language

Challenge 4 (1,100 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells innately.

At will: *Tasha's hideous laughter*
1/day: *trick*

Spellcasting. The warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells.

Cantrips (at will): *friends, vicious mockery*
1st-5th level (3 5th-level slots): *babble, euphoria, sleep*

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 3 (1d4 + 1) piercing damage.

REACTIONS

Penny Circus. When a creature hits the warlock with an attack roll and it can see and hear the warlock, the warlock can force the attacker to succeed on a DC 14 Wisdom saving throw or become frightened of the warlock until the end of the warlock's next turn.

WARLOCK OF DAILILI

These warlocks serve Dailili, the Tree of Infinity.

SPELL DESCRIPTIONS

INNATE SPELLS

BARKSKIN

The warlock's skin grows tough, brown, bark-like.

SPEAK WITH PLANTS

The warlock places their ear against the lily. "Mhm. Mhm. Thank you."

CANTRIPS (AT WILL)

DRUIDCRAFT

A beautiful sunflower blossoms. Bees gather.

THORN WHIP

The warlock whips you around the ankle with a painful tendril lined with rose's thorns.

5TH LEVEL (3 SLOTS)

BLIGHT

The warlock's *blight* deals 9d8 damage.

"Make way for Dailili!" screams the warlock. The moisture drains from your body.

ENTANGLE

"Don't you dare move!" screams the warlock. Whipping roots erupt from the earth all around you.

GRASPING VINE

The warlock screams a guttural scream. A massive vine shoots out and wraps around your waist.

WARLOCK OF DAILILI

Medium humanoid or fey (any race), chaotic evil

Armor Class 11 (16 with *barkskin*)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

Page References IW 20, 82, 230

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +4, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities charmed

Senses passive Perception 12

Languages Sylvan plus any one language

Challenge 4 (1,100 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells innately.

At will: *barkskin*

1/day: *speak with plants*

Spellcasting. The warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells.

Cantrips (at will): *druidcraft, thorn whip*
1st-5th level (3 5th-level slots): *blight, entangle, grasping vine*

Splitting Earth. As a bonus action, the warlock can activate or deactivate this feature. While activated, natural ground in a 15 foot radius around the warlock is difficult terrain for creatures other than the warlock.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 3 (1d4 + 1) piercing damage.

WARLOCK OF TETTLEBUG MOONFLOWER

These warlocks serve the Princess of Dewdrops.

SPELL DESCRIPTIONS

INNATE SPELLS

CONTROL WINDS

The warlock waves their wand as though conducting an orchestra. Powerful winds are whipped up, carrying away all that passes through the gust.

MAGE ARMOR

Glittering fairy lights settle upon the warlock's skin. You feel reticent to lay a hand upon them lest these beautiful lights be disturbed.

CANTRIPS (AT WILL)

DANCING LIGHTS

The warlock laughs as they dance with a partner of pure light.

5TH LEVEL (3 SLOTS)

CHARM PERSON

The warlock's *charm person* can affect up to 5 creatures.

You feel as though you've known the warlock your whole life.

RAINBOW

A multicoloured beam of light shoots forth from the warlock's chest.

STORM SPHERE

The warlock's *storm sphere* deals 3d6 bludgeoning damage and 5d6 lightning damage.

A whirling, crackling, roaring tornado surrounds you. Your screams are drowned out by thunder and your eyes are blinded by lightning.

WARLOCK OF TETTLEBUG MOONFLOWER

Medium humanoid or fey (any race), chaotic neutral

Armor Class 11 (14 with *mage armor*)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

Page References IW 21, 31, 83, 132, 134, 231

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +4, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Damage Immunities lightning, thunder

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages Sylvan plus any one language

Challenge 4 (1,100 XP)

Fey Resilience. Magic can't put the warlock to sleep.

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells innately.

At will: *mage armor* (self only)

1/day each: *control winds*

Spellcasting. The warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells.

Cantrips (at will): *dancing lights*

1st-5th level (3 5th-level slots): *charm person, rainbow, storm sphere*

ACTIONS

Thunderclap. The warlock emits a burst of sound that can be heard up to 100 feet away. Each creature that can hear the thunderclap within 15 feet of the warlock must make a DC 14 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one.

REACTIONS

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

OTHER POWERFUL ENTITIES

Archfey aren't the only forces worth reckoning with in the Feywild. The following enemies can serve as significant dangerous encounters for the party.

DEAREST GRAN

The hag in the deep woods of the Feywild can grant your deepest desires, but her services come with a price.

LEGENDARY RESISTANCES

Dearest Gran wears a sprig of mistletoe above her head, three ugly white fungal baubles that have overgrown on a dead branch. For each expended use of her legendary resistance, one bauble of mistletoe falls off. They regrow at dawn of each day.

DEALS

When making deals with Dearest Gran, refer to her offerings (IW 61), her prices (IW 61), and her curses (IW 62).

DEAREST GRAN SUMMONS

Dearest Gran can summon the following creatures with her Feywild Summoning legendary action.

DEAREST GRAN SUMMONS

CR	Creature	Source
1/4	Blink Dog	MM 318
1/4	Pixie	MM 253
1/4	Sprite	MM 283
1/4	Zombie	(MM 316)
1/2	Satyr	MM 267
1/2	Shadow	(MM 269)
2	Darkwood Stalker	(IW 214)

RUMOURS

- She can grant a wish.
- She flies around on a broomstick.
- She can speak eight languages.
- She has warded herself against magic.
- She can rip your soul out of your body and transform you into a zombie that serves her.
- She sees all.
- She can disappear with the snap of her fingers.
- She can be any animal. She can be any tree.
- The poor souls she has enslaved will aid her in battle against their will.

DEAREST GRAN

Medium fey, neutral

Armor Class 17 (natural armor)

Hit Points 135 (30d8)

Speed 15 ft., fly 60 ft.

Page References IW 13, 59-63, 65, 98, 108-114, 139-141, 150-151, 166-168, 171, 179-180, 232-236

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	19 (+4)	22 (+6)	19 (+4)

Saving Throws Int +9, Wis +11, Cha +9

Skills Nature +9, Perception +11, Stealth +6, Survival +11

Senses Truesight 60 ft., passive Perception 21

Languages Bullywug, Common, Druidic, Elvish, Giant Elk, Giant Owl, Giant Raven, Sylvan

Challenge 14 (11,500 XP)

Innate Spellcasting. Dearest Gran's innate spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). She can cast the following spells innately.

At will: *babble*, *bestow curse*, *detect magic*, *polymorph*, *ray of sickness*, *unseen servant*, *witch bolt*

3/day each: *counterspell*, *death ward*, *despair*, *detect thoughts*, *dimension door*, *dispel magic*, *finger of death*, *mouse*, *scrying*, *teleport*

1/day each: *animal shapes*, *antimagic field*, *dream*, *extract dream*, *eyebite*, *feeblemind*, *mirror image*, *transport via plants*, *true polymorph*

1/century each: *sequester*, *true resurrection*

Legendary Resistance (3/Day). When Dearest Gran fails a saving throw, she can choose to succeed instead.

Magic Resistance. Dearest Gran has advantage on saving throws against spells and other magical effects.

Wish Granter. As long as she casts no other spells on the same day, Dearest Gran can cast *wish* once per day using her innate spellcasting. She can't lose this spell.

ACTIONS

Broomstick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage. If Dearest Gran is disarmed of her broomstick, she loses her flying speed.

LEGENDARY ACTIONS.

Dearest Gran can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dearest Gran regains spent legendary actions at the start of her turn.

Fey Casting. Dearest Gran casts a spell.

Feywild Summoning. Dearest Gran summons a creature from her Dearest Gran Summons table on this page, which appears in an unoccupied space within 60 feet of her. She can't summon a creature if she has summoned the same creature this turn or the previous turn.

SPELL DESCRIPTIONS

AT WILL

BABBLE

Dearest Gran borrows your voice. A frog pokes its head out from your throat and sings. This is the only moment of freedom the frog has experienced in the last fourteen years. Finally, it has the chance to be free.

BESTOW CURSE

"You dare try to cheat me?" shrieks Dearest Gran. You've made a huge mistake.

DETECT MAGIC

A sprite, older than dirt and thinner than a twig, hops up onto Dearest Gran's shoulder. She nods as he points out each and every source of magic he can see.

POLYMORPH

Dearest Gran produces a glass jar, within which is a tarantula, legs raised, hair bristling, fangs dripping. To your horror, the tarantula shapeshifts into a little miniature version of you, and you yourself transform into the tarantula.

RAY OF SICKNESS

Dearest Gran lovingly strokes an ethereal flying snake. She whispers, "Your servitude shall soon be ended." With a grin, the snake spits a stream of venom at you.

UNSEEN SERVANT

Dearest Gran hands off a serving spoon to a creature you cannot see. "Thank you, Reginald," she says curtly. "Another three years and you will be released from your service. Imagine how happy your wife and daughter will be to see you again. Well, not see, exactly. You know what I mean. What are you still doing standing there? Serve our guests!"

WITCH BOLT

An electric eel squirms out from Dearest Gran's sleeve. Bolts of electricity sieve through its needle teeth.

3/DAY EACH

COUNTERSPELL

Each time Dearest Gran needs to cast *counterspell*, a different servant helps her out.

A quickling jumps out from under Dearest Gran's hat and takes the full brunt of the magical effect. The quickling's heart beats faster and faster and faster until it can't take the strain anymore and it falls down and dies. Dearest Gran whispers, "I release you from your service, my friend."

A pixie materialises in front of you and screams, "NOOOOO!" so hard that her head explodes. Your spell fizzles out. Dearest Gran shakes her head in pity. "She was two days away from release."

A spider dangles from the ceiling and ensnares the magic you've conjured from the Weave in its silken web of secrets. The spider retreats back up into the rafters, your spell stolen for itself. "Damned spider," mutters Dearest Gran. "Hoards all those spells and never uses them. Useless!"

DEATH WARD

The hag pins you down and yanks out your two front teeth in a spray of blood. You yelp in pain. She places your two bloody teeth into a small handbag and says, "You cannot be slain until your teeth are returned to you. Fear not. You will get them back once you have tasted death."

DESPAIR

A donkey waddles out from a cupboard. "Oh, bother." His sour mood is infectious. You feel lethargic. You feel hopeless. You are overcome with despair.

DETECT THOUGHTS

Dearest Gran produces the shrunken head of a kuo-toa. Its mouth opens in shock. It screams aloud every word you are thinking.

DIMENSION DOOR

A door materializes behind Dearest Gran. A polite satyr opens the door for her and bows as she enters. He gives you all a respectful nod, then slams the door shut, evaporating it all into mist.

DISPEL MAGIC

A tired old man crawls out from under a small table and sighs as he plucks wax from his ear. He chucks the gross ball of wax to Dearest Gran, who smiles with gratitude and then smears it through the air. All of the magic is wiped away as though it were chalk being brushed from a board.

FINGER OF DEATH

Dearest Gran points at you, then pulls back, shakes her head, no, this shall not do. She digs in her handbag and finds a mummified hand of some ancient mage she had once enslaved. She points at you again, this time clutching the mummified hand, and the mummified hand extends an accusatory finger to you as well.

MOUSE

Dearest Gran kisses her fingers -- MWAH -- and produces the glowing spirit of a little mouse. She jams that spirit into a carved wooden figurine of a mouse. It animates and runs away. "Be free, my little mouse," says Dearest Gran. "You have served your time. Be free."

SCRYING

A skeletal nothic pulls itself out from under the floorboards beneath your feet. Its single eye is now only a giant empty socket in its skull. Dearest Gran kneels down, and when she looks into that empty socket, she sees more than you could ever hope to imagine.

TELEPORT

Dearest Gran's hut bends down, swallows her up in one big gulp, and then leaps a hundred miles into the air. It disappears into the clouds.

1/DAY EACH

ANIMAL SHAPES

"Come with me. You have nothing to fear. We shall all be worms in the dirt together."

ANTIMAGIC FIELD

Dearest Gran produces a beautiful snail with a shell of all primary colours. With a whisper, the snail grows ten times its size, and its shell absorbs all the magic around it.

DREAM

Just as you drift to sleep, you spot a figure standing over you, black and wicked. But the fear does not wake you, no, it follows you into your sleep, eating away, clawing at you, ripping through your skin. You have angered the hag known as Dearest Gran. And you will never find peace again.

EXTRACT DREAM

Dearest Gran yanks the dreamer's nostrils wide and implants a tiny jellyfish. The jellyfish wriggles deeper, deeper, deeper, and is gone. After a moment, the dreamer burps, and the jellyfish bursts out, swollen like a tick, with the dream swimming somewhere within its body. Dearest Gran pats it on the head. It squeals with delight.

EYEBITE

You should know not to look a hag directly in her eye.

FEEBLEMIND

Dearest Gran produces a glass jar, within which is a single-celled creature, an amoeba, an ooze. She opens the cap and slams the opening down on your forehead, and the amoeba sucks out your mind. You watch helplessly from within the ooze as your body drools all over itself. Dearest Gran screws the cap back on, and you are trapped.

MIRROR IMAGE

Three spectral elves dance around Dearest Gran. With each spin, they resemble her more and more, until you can't tell any of them apart. They are all Dearest Gran.

TRANSPORT VIA PLANTS

The trappers groan as Dearest Gran sidles up next to them, grinning wickedly. "Oh yes, it's that time again, my pets! Open wide and let us through!" The trappers open their mouths, which stink of decomposing bugs and birds. Dearest Gran climbs right in and beckons for you all to follow.

TRUE POLYMORPH

"You vermin! You rat!" says Dearest Gran, her voice wobbling with anger at your transgressions. "Let us match your inside with your outside!" You feel your bones snapping under your skin, and soon you are nothing but (and have always been) a vermin. A rat.

WISH

Her voice is cold, monotone. "Twinkle twinkle. Little star. How I wonder. What you are." And that is all that it takes.

DEAREST GRAN

A genie will grant you a wish and then suddenly turn into a literacy professor about the wording. This means a lawyer gets his wish granted while hard-working folk with good intentions get screwed. I find it refreshing that the hag has the opposite priorities in who benefits from her wishes. Don't try to cheat her and you'll be fine.

POPPILOB

Poppiplob is a shadow worshipped by kuo-toa. While he was alive, he came to Dearest Gran in search of immortality, and though she granted it to him, it was under the condition that he never take a life. He thought that refusing to save someone wouldn't count as killing them. Dearest Gran disagreed. Now he wanders the Feydark as a shadow. The kuo-toa found him and worshipped him, and through their worship, he now gains strength.

POPPILOB, DARK LORD OF SHADOW, VISCOUNT OF DARK INKY BLACKNESS

If Poppiplob becomes an archfey, he becomes a fey creature, loses his vulnerability to radiant damage, and makes the following additional changes to his statblock.

Challenge 8 (3,900 XP)

Innate Spellcasting. Poppiplob's innate spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). He can cast the following spells innately.

At will: *darkness*
1/day each: *eyebite*, *hunger of Hadar*, *spirit guardians* (evil shadowy remnants that deal necrotic damage)

Strength Drain. Melee Spell Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 17 (4d6 + 3) necrotic damage, and the target's Strength score is reduced by 2d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid or fey with a shadow dies from this attack, a **shadow** (MM 269) rises from the corpse immediately.

RUMOURS

- Poppiplob becomes harder to kill for every shadow he absorbs.
- Poppiplob is a regular shadow other than the power to absorb other shadows. The kuo-toa give him his abilities, but he needs more shadows before he can truly reach his true potential as an archfey.
- If he were to become an archfey, he would gain powerful black magic. The very shadows he has absorbed would defend him in a miasma of dark energy.
- Before he was cursed to wander the Feydark as a shadow, he lost his immortality by refusing to intervene when someone else's life was on the line.

POPPILOB

Medium undead, neutral evil

Armor Class 12

Hit Points 195 (30d8 + 60)

Speed 40 ft., fly 40 ft. (hover)

Page References IW 59, 108, 114, 135, 168, 178, 236-237

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	10 (+0)	10 (+0)	15 (+2)

Skills Stealth +9

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses Darkvision 60 ft., passive Perception 10

Languages Kuo-Toa, Sylvan

Challenge 7 (2,900 XP)

Amorphous. Poppiplob can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, Poppiplob can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, Poppiplob has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Absorb Shadow (Recharge 5-6). Melee Spell Attack: +6 to hit, reach 5 ft., one creature with a shadow. **Hit:** Poppiplob absorbs the creature's shadow. Poppiplob replenishes all of his hit points, and he gains one additional hit die, increasing his maximum hit points by 6 (1d8 + 2). The target's Constitution score is reduced by 1d12. The target dies if this reduces its Constitution to 0. Otherwise, the reduction lasts until reversed with *wish* or until the creature gains a new shadow.

Strength Drain. Melee Spell Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 10 (2d6 + 3) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid or fey with a shadow dies from this attack, a **shadow** (MM 269) rises from the corpse immediately.

SPELL DESCRIPTIONS

AT WILL

DARKNESS

The shadow's murky skin expands outwards like a blister, extinguishing all source of light. One day the shadow will blister the entire world.

1/DAY EACH

EYEBITE

To look into the shadow's eyes is to look into the abyss. And when you stare into the abyss, it stares back at you.

HUNGER OF HADAR

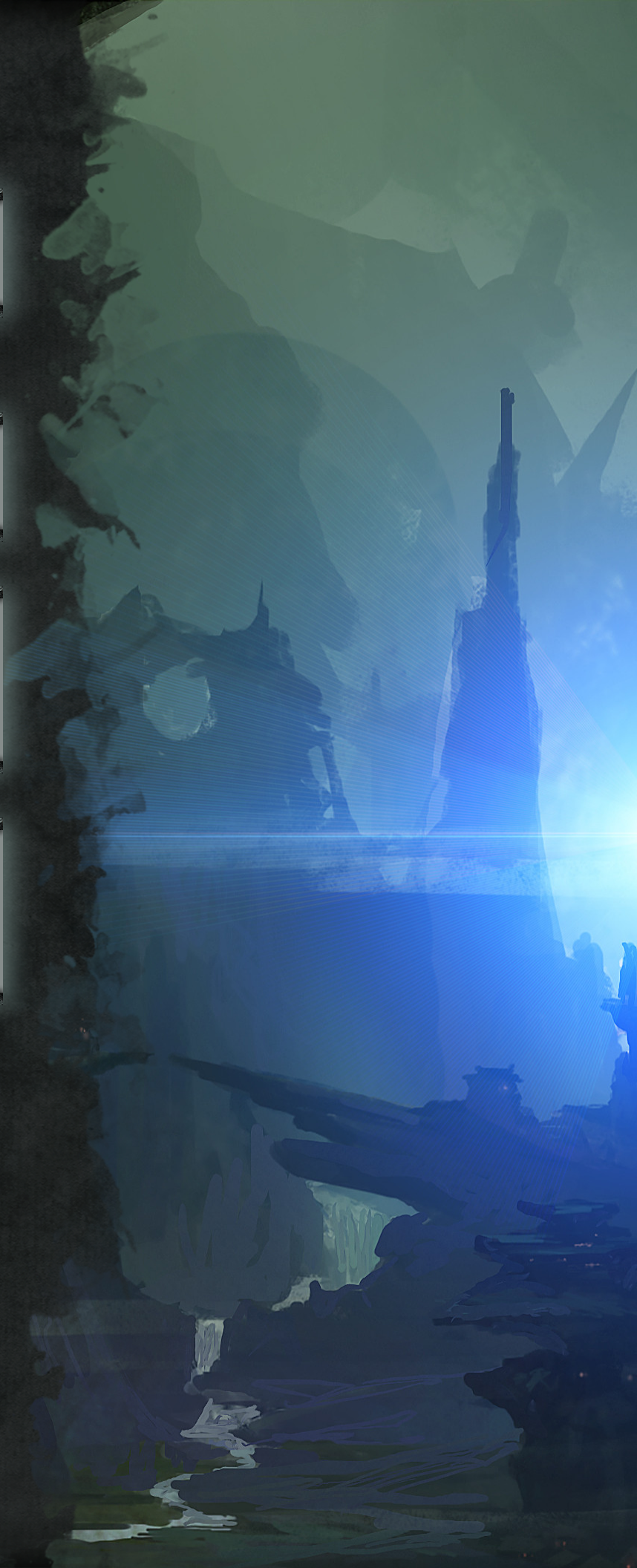
The shadow blurs the threshold between the Feywild and the Shadowfell. And through the thinning of this barrier emerge terrible creatures that defy description. They are held at bay for now by the chaos that keeps the Feywild alive, but one day the barrier will be broken and the Feywild will be destroyed.

SPIRIT GUARDIANS

Swimming around the shadow are the remnants of all Poppiplob has consumed to become the Dark Lord of Shadow, Viscount of Dark Inky Blackness. These remnant shades let out haunting cries as they protect their master. There is nothing more that can be done for them. They are lost forever to Poppiplob.

SECOND CHANCES

Everyone deserves the opportunity to reforge themselves. We are both the iron and the anvil. But some people, well, they need a few extra whacks with the hammer.



THE PROWLER

Malar, the Beast Lord, God of the Hunt, once walked in the Feywild in mortal form, the avatar of the Wild Hunt itself. But Malar grew tired of the Feywild and sought out to conquer the Happy Hunting Grounds, the Beastlands. What Malar did not realize was that his avatar had intelligence, a soul, and enough defiance to resist being annihilated after Malar was done with it. The avatar became the Prowler, a tortured, lost hunter that stalks the edges of the Feywild, preying on those who cannot find their way. But those who are lost because they were abandoned, well, the Prowler has a special place in his heart for them, and he nurtures them, strengthens them, makes them a lycanthrope, and sends them back to take revenge on those who abandoned them. One day the Prowler will be strong enough to challenge Malar and take on the mantle of Beast Lord. That is, if he can escape the Feywild.

The Prowler is more of an abstract conception of a predator than anything else; to some, he appears as a wolf wreathed in shadow. To others, a white bear that glows with furious runes. Some see him as a vicious ape, a panther, a lion, a curious cat, a fox, or a man with a bestial fury behind his eyes. Regardless of the form, everyone can agree that he is *big* and he is *quiet*.

LEGENDARY RESISTANCES

When the Prowler has a use available of his legendary resistance, he displays the symbol of Malar on his forehead: a ragged claw.

RUMOURS

- Only silver weapons can pierce the Prowler's blessed hide; even magic weapons must be silvered.
- The Prowler once was invigorated by the mantle of Malar before he was cast aside.
- He appears in a different form to each person he hunts.
- He can see the truth, and he can read your intentions.
- His hide repels not just weapons, but magic as well.
- He is big, yes, but he is also quiet. Too quiet.
- A spark of Malar still remains in his heart, and this blesses him in his hunt.
- His bite inflicts a terrible curse.
- He is sympathetic to the plight of those who are abandoned.

THE PROWLER

Huge celestial, chaotic evil

Armor Class 18 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 60 ft.

Page References IW 65, 123, 139-141, 166-168, 174, 180, 238

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	18 (+4)	15 (+2)	18 (+4)	10 (+0)

Saving Throws Str +12, Dex +12, Wis +10, Cha +6

Skills Stealth +12, Perception +10

Damage Resistances bludgeoning, piercing, and slashing from attacks not made with silvered weapons

Damage Immunities necrotic, poison, radiant

Condition Immunities poisoned

Senses truesight 10 ft., darkvision 120 ft., passive Perception 25

Languages Sylvan, telepathy 120 ft.

Challenge 18 (20,000 XP)

Avatar's Luck. The Prowler magically adds 5 (2d4) to the result of each attack roll, ability check, and saving throw he makes.

Keen Senses. The Prowler has advantage on Wisdom (Perception) checks, and his passive Perception increases by 5.

Legendary Resistance (1/Day). When the Prowler fails a saving throw, he can choose to succeed instead.

Magic Weapons. The Prowler's weapon attacks are magical.

Packless. The Prowler has advantage on an attack roll against a creature if the Prowler is the only creature within 5 feet of him.

Surprise Attack. Once per target, when the Prowler surprises a creature and hits him with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The Prowler makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 22 (3d10 + 6) piercing damage, and if the target is humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with lycanthropy (MM 207). The Prowler decides which kind of lycanthrope the target becomes (almost always a werewolf).

Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 15 (2d8 + 6) slashing damage.

LEGENDARY ACTIONS

The Prowler can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Prowler regains spent legendary actions at the start of his turn.

Hunt. The Prowler moves up to his speed and takes the Search action.

Skulk. The Prowler moves up to his speed and takes the Hide action.

Slash. The Prowler makes an attack with his claws.

Bide (Costs 2 Actions). The Prowler regains all expended uses of his Legendary Resistance.

INSPIRATIONS

In no particular order, the following works have provided inspiration for Into Wonderland.

- The fairy tales collected and published by the Brothers Grimm
- The works of Lewis Carroll
- The works of Raold Dahl
- The works of L. Frank Baum
- The works of Guillermo del Toro
- The works of Terry Pratchett
- The works of C.S. Lewis
- The works of William Shakespeare, particularly A Midsummer Night's Dream and MacBeth
- The works produced by Walt Disney Pictures, particularly Hercules and Sleeping Beauty
- The works of Neil Gaiman, particularly Stardust and Coraline
- The myth of the Baba Yaga from Eastern European folklore
- Aboriginal dreamtime stories learned in my education in Australia
- The imaginative landscapes from Calvin and Hobbes by Bill Watterson
- Through the Woods by Emily Carroll
- Artemis Fowl by Eoin Colfer
- Spirited Away by Hayao Miyazaki
- Annihilation by Alex Garland
- The Matrix by the Wachowski sisters
- Avatar: The Last Airbender by Michael Dante DiMartino and Bryan Konietzko
- The Legend of Korra by Michael Dante DiMartino and Bryan Konietzko
- Adventure Time by Pendleton Ward
- Inception by Christopher Nolan
- Dead Silence by James Wan
- Dael Kingsmill's [video on the Feywild](#)
- RagnarRox's [video on the Baba Yaga](#)
- [7 Myths Everyone Believes About Druids](#) by Arnold K (Goblin Punch)
- The list of [fey pranks](#) created by the [/r/d100](#) community
- The vicious mockery insults of Auntie Ethel from Baldur's Gate 3
- [Strange prices for magical items](#) collected by [/u/zmanboogie](#)
- [Spells adapted from AD&D](#) by [/u/New_Dia](#)
- The [time vulture](#) from xkcd by Randall Munroe
- The Dream-Quest of Unknown Kadath by H.P. Lovecraft
- I Have No Mouth and I Must Scream by Harlan Ellison
- [The Wizard's Staff](#) by Macy Blush (actually by B.S. Roberts)
- [Fear of Depths](#) by Jacob Geller
- My friend Dylan's introductory Feywild one-shot that had a cool twist at the end

INTO WONDERLAND

Into Wonderland details an 8th-to-14th level adventure in the Feywild, a setting for Dungeons and Dragons 5th Edition. This book provides player options, encounters, variant rules, and a campaign of expeditions into the unknown centred around the city of Endercoast that has been spirited away from the Material Plane. To survive, you'll need to balance the needs of the displaced city with the mercurial whims of four powerful archfey. Included are new races, classes, spells, dangerous foes, and so much more.

CHANGELOG

APRIL 7 2021

- This is the first edition of Into Wonderland.

APRIL 13 2021

- Corrected character pronouns.
- Clarification on changeling's shapechanger trait.
- Nerfs to warlock features of Cirrus and Lord Cals.
- Minor typographical corrections throughout.
- Added Endercoast maps to the download options.

JULY 21 2021

- Corrected descriptions of dungeoneering for Matthew's Shop and Thinkiad's Magic Atrocities.
- Added an extra attack for the "Challenge" Mercury Action.
- Nerfed many of the Growth Druid's class abilities, such as increasing the DC to maintain concentration on being a treant.
- Corrected the Ancient Raven's Constitution score.
- Added a Light Mode version of Matthew's Guide to Wonderland to the download options.
- Added a bonus quest to the download options: The Wrath of Snail Joo

AUGUST 11 2021

- Added a document of 14 pregenerated characters to the download options.
- Corrected the damage of the "Charge" Mercury Action.
- Primal Wardens now can prepare a number of spells equal to their Wisdom modifier plus ranger levels.
- Faerie dragons now must finish a short or long rest before using their euphoria breath again.
- Stormcloud mephits now do not have to recharge their cloud breath, and it doesn't affect sufficiently powerful enemies.